



PREPARE TO DIE LESS

How many times did we die before you could actually hold this guide in your hands? 100 times? 1000 times? Who the hell knows. Chances are we died more times in this game than in all other games of 2011 put together. And for what? For the sole purpose of offering you guidance. We died so that you don't have to. But you're still going to die.

If ever a game needed a great guide, it's Dark Souls. It's rare for a modern game to be designed so meticulously to enrage and engulf its players in a world that doesn't offer even the most basic assistance. Its enemies are relentless and its areas labyrinthine. Just providing players with area maps is enough to make slowly inching around each corner a little easier to bear.

We've done a whole lot more than that, however. We've extracted every last metaphysical ounce of data we could and tracked every last NPC down no matter how many times they might try and slip away. So when you're up to your knees in lava in Lost Izalith being chased by a giant dinosaur that can kill you with a single touch because your armor is rapidly crumbling away, at least you'll know that the treasure you're trying so desperately to reach is going to be worthwhile. We believe that this guide will give you all the information you need to plan your journey through Dark Souls, cut down its most lethal bosses, see its many hidden areas and events, and maybe even not die a thousand times in the process. If nothing else, it might give you hope.

A final word before your torture begins: There are many ways to get in touch with us: please use them and tell us what you think about this guide. We always welcome your comments, suggestions and, of course, praise related to our work. Check the credits page for the many ways you can contact us, and thanks for your time!

A Note About the Data in this Guide

The world of Dark Souls may seem unfair sometimes, but no more so than dedicating so much effort to producing a guide for a game that's likely to change after release. At the time this guide was completed, all of the info it contains was as accurate as it could be, but an online game such as Dark Souls will evolve through patches designed to improve the experience for all players. This means that some of the data contained in this guide may become out of date at some point in the future, especially where it concerns Online Mode and the items and systems relating to it. We'll do our best to provide further help through apps or other online channels, but at some point we had to accept this fact and hit the print button regardless.



A BRIEF CHAPTER OVERVIEW

CHAPTER 01 – Game System
The Game System covers all of the many elements that make up the game, explaining how each one works and the ways in which they affect the player. Read this chapter first if you want to head into Dark Souls fully informed, but be warned that there may be some very minor spoilers about elements from later in the game.

CHAPTER 02 – Enemy Guide
This chapter acts as a directory of the game's enemies, sorted by the area in which each one first appears. If you're having trouble with a particular enemy or boss then this is the place to come for help. If you simply want to see the data for an enemy, you can refer to the full data charts at the end of this chapter.

CHAPTER 03 – Area Guide
The Area Guide chapter can be used either as a full walkthrough to help you find your way safely through every area, or as a reference for the items and enemies you'll find within each area. The maps here will be invaluable if you want to know something about the area you're in or how to get to a particular place.

CHAPTER 04 – Weapons & Equipment
The game's vast collection of weapons, shields and armor is presented in its entirety in this chapter for easy reference. You'll find all the important stats, including data for various levels of upgrade, and overviews of the different types of weapons you can use.

CHAPTER 05 – Magic & Items
The game's full compliment of Magic and items are all covered here in detail. You'll find the stats for each item and descriptions of what each one does or is used for. In the case of Magic, each set of spells has its strengths and weaknesses analyzed.

CHAPTER 06 – Extras
This chapter is crammed with extra information on topics that players wanting to get the most out of the game will find extremely useful. The "NPCs of Dark Souls" section details everything you'll need to know about NPCs and their appearances and events. Then there's the "Achievement/Trophy Guide" section, designed to help you get every single Achievement or Trophy, as well as sections for New Game + and Rare Enemies that reveal valuable information for dedicated players.

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01 GAME SYSTEM 006

Getting Started 008
Gameplay Elements 012
Inventory & Equipment 022
Understanding Combat 026
NPCs 031
Online Mode 032

02 ENEMY GUIDE 036

How To Use This Chapter 038
Undead Asylum 040
Firelink Shrine 044
Undead Burg 048
Undead Parish 056
The Depths 066
Blighttown 072
Quelaag's Domain 078
The Great Hollow 081
Ash Lake 082
Undead Asylum Revisited 084
Sen's Fortress 087
Anor Londo 093
Painted World of Ariamis 103
Darkroot Garden 110
Darkroot Basin 118
Valley of Drakes 120
New Londo Ruins 121
The Abyss 124
The Duke's Archives 126
Crystal Cave 129
The Catacombs 132
Tomb of the Giants 135
Demon Ruins 140
Lost Izalith 148
Kiln of the First Flame 152
Enemy Reference Data 156

03 AREA GUIDE 160

How To Use This Chapter 162
Undead Asylum 164
Firelink Shrine 166
Undead Burg – Main Section 168
Undead Burg – Upper Section 170
Undead Parish – Exterior 172
Undead Parish – Interior 174
Undead Burg – Lower Section 176
Depths – Upper Levels 178
Depths – Lower Levels 180
Blighttown – Entrance & Upper Levels 182
Blighttown – Lower Levels & Swamp 184
Quelaag's Domain 186
The Great Hollow 187
Ash Lake 190
Firelink Shrine Revisited 191
Undead Asylum Revisited 192
Sen's Fortress – Lower & Central Floors 194
Sen's Fortress – Upper & Rooftop Floors 196
Anor Londo – Exterior 198
Anor Londo – Castle Interior 201
Painted World of Ariamis 204
Darkroot Garden 206
Darkroot Basin 208
Valley of Drakes 209
New Londo Ruins 210
The Duke's Archives 212
Crystal Cave 214
The Catacombs – Upper Level 215
The Catacombs – Lower Levels 216
Tomb of the Giants 218
Demon Ruins 220
Lost Izalith 222
Kiln of the First Flame 224

04 WEAPONS & EQUIPMENT 226

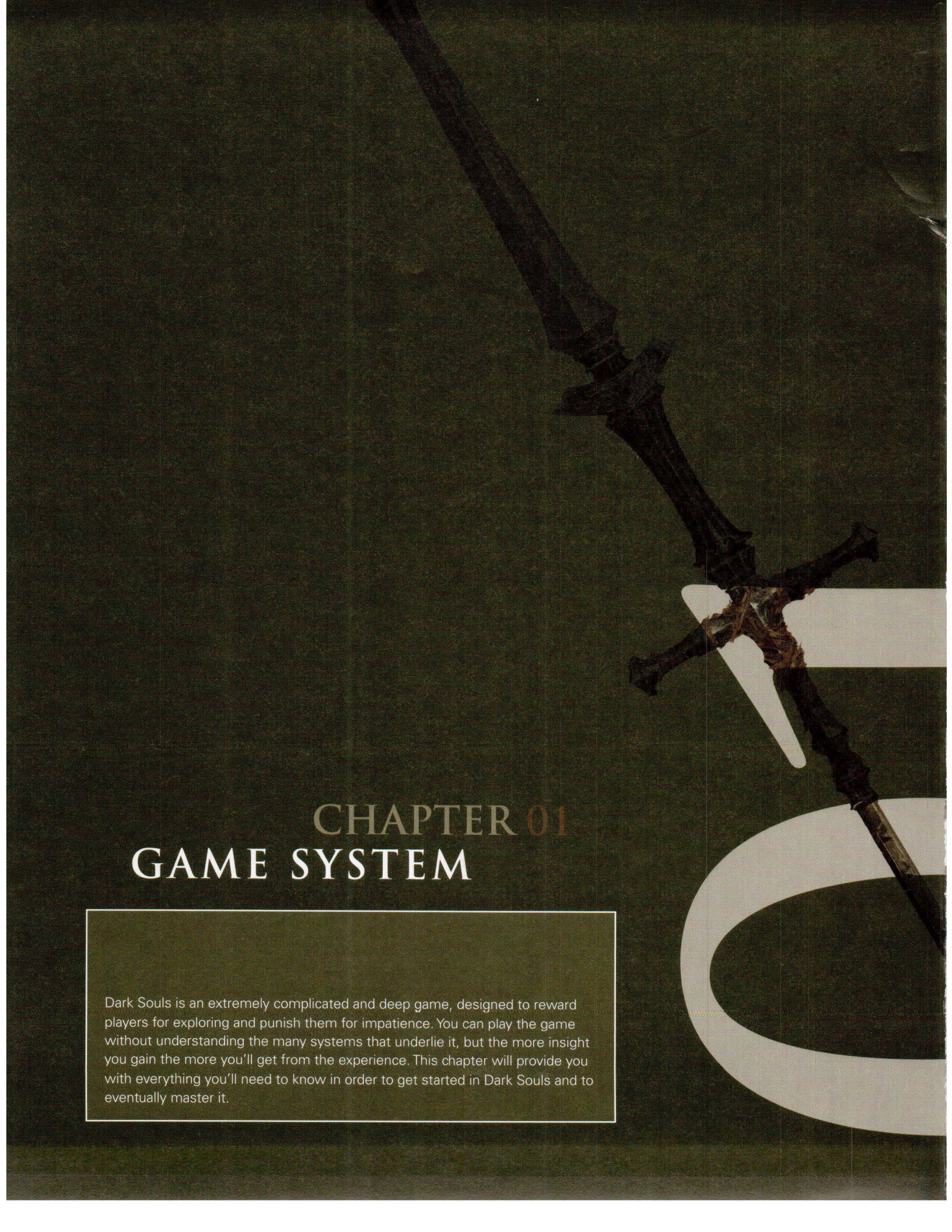
How To Use This Chapter 228
Weapons 230
Daggers 230
Straight Sword 231
Greatsword 234
Ultra Greatsword 237
Curved Sword 239
Curved Greatsword 240
Katana 241
Thrusting Sword 243
Axe 244
Greataxe 246
Hammer 247
Great Hammer 249
Spear 251
Halberd 253
Whip 255
Gauntlet 256
Bow 257
Crossbow 258
Catalyst 259
Pyromancy Flame 260
Talisman 261
Lantern 261
Small Shield 262
Shield 265
Greatshield 269
Arrows & Bolts 271
Armor 272

05 MAGIC & ITEMS 284

Consumables 286
Reinforcement Materials 290
Keys 292
Sorcery 293
Accessories 299

06 EXTRAS 302

The NPCs of Dark Souls 304
Event & Quest Characters 307
Covenant Characters 315
The Merchants 323
Battle Comrades 335
The Invaders 337
The Blacksmiths 339
NPC Reference Data 341
NPC Maps 345
New Game + 366
Weapon Derivation 366
Achievement/Trophy Guide 368
Rare Enemies 380
Index 382



CHAPTER 01
GAME SYSTEM

Dark Souls is an extremely complicated and deep game, designed to reward players for exploring and punish them for impatience. You can play the game without understanding the many systems that underlie it, but the more insight you gain the more you'll get from the experience. This chapter will provide you with everything you'll need to know in order to get started in Dark Souls and to eventually master it.



Getting Started

This first section will take you through all of the things you'll need to know when starting out in the world of Dark Souls. Topics such as creating a character, choosing your class and how the saving system works may not seem very exciting, but it's best to know how the basics work before you make any decisions that will affect the rest of the game.

Creating a Character

You'll need to create a new character any time you start a new game instead of loading an existing one. You can create up to a maximum of 10 characters. The choices you make while creating your character are all cosmetic and in no way affect gameplay, with the exception of your Class and the Gift you select [→□ 01]. The options available are listed here:

Name	Type in the name you want your character to have.
Sex	Select between a Male or Female character.
Class	Select the Class you want your character to be.
Gift	After selecting one of these you'll start the game with this in your item inventory.
Physique	Body Type
Face	Face Type
Hair	Hair Type
Color	Hair & Eye Color

Detailed Customization

Select the Customize option to enter the detailed customization menu. These tweaks are for appearance only and have no effect on gameplay. When customizing, it's a good idea to turn the character to the left to get a profile view, as a front view doesn't show changes in depth.

Initialize	Resets everything to default.	**Nose**	Sliders for changing the Nose.
Entire	Affects the whole face at once.	**Cheeks**	Sliders for changing the Cheeks.
Forehead	Sliders for changing the Forehead.	**Mouth**	Sliders for changing the Mouth.
Eyebrow	Sliders for changing the Eyebrows.	**Jaw**	Sliders for changing the Jaw.
Eyes	Sliders for changing the Eyes.	**Hair Color**	Sliders for changing the Hair Color.

Button Legend

Guide Term	Xbox 360	PS3
Use Button	Ⓧ	□
Stance Button	Ⓨ	△
Interact Button	Ⓐ	⊗
Action Button	Ⓑ	○



01



02

Gifts

When creating your character you'll be able to select one item from a list of eight as a Gift. You'll then begin the game with the selected item in your possession. Note that the Master Key is the only item from the list of Gifts that can NOT be found in the game - all others can. This means the Master Key is usually the best choice for Classes other than Thief, as it will get you into some areas earlier than you'd otherwise be able to access them. The Pendant is also very hard to acquire, so it's also worth considering.

Gift Name	Description
None	Take no Gift.
Goddess's Blessing	Divine holy water. Fully restores HP and cures all status effects, but is a single use item.
Black Firebomb	An item that explodes upon impact when thrown. You'll start with 10 Black Firebombs.
Twin Humanities	Tiny sprite called Humanity. Grant 2 Humanity points.
Binoculars	Used to peer at far away sights.
Pendant	A trinket with no effect, but can be used to trade.
Master Key	Opens any basic lock in the game, saves you buying or finding keys.
Tiny Being's Ring	Special tribal ring. Grants a small boost to HP.
Old Witch's Ring	A gift from a witch. No obvious effect, but can help with communication.

Classes

Your Class is one of the things you'll select when creating your character. It decides what equipment you'll start with and which stats you'll gain an early advantage in [→□ 02]. Once you've leveled your character up and have progressed a good way into the game, the Class you select will have very little impact on your character, outside of some unique abilities some classes come with. This is because every class can use all available weapons or magic types as long as you've leveled the required stat up enough to allow it. The starting stats and basic equipment for each Class are listed here for easy reference.

Starting Stats

Class										
Warrior	4	594	11	8	12	13	13	11	9	9
Knight	5	659	14	10	10	11	11	10	9	11
Wanderer	3	573	10	11	10	10	14	12	11	8
Thief	5	552	9	11	9	9	15	10	12	11
Bandit	4	616	12	8	14	14	9	11	8	10
Hunter	4	594	11	9	11	12	14	11	9	9
Sorcerer	3	531	8	15	8	9	11	8	15	8
Pyromancer	1	573	10	12	11	12	9	12	10	8
Cleric	2	594	11	11	9	12	8	11	8	14
Deprived	6	594	11	11	11	11	11	11	11	11



Starting Equipment

Class	Armor	Weapons	Shield	Magic	Other
Warrior	Standard Helm, Hard Leather Armor, Hard Leather Gauntlets, Hard Leather Boots	Longsword	Heater Shield	None	None
Knight	Knight Helm, Knight Armor, Knight Gauntlets, Knight Leggings	Broadsword	Tower Kite Shield	None	None
Wanderer	Wanderer Hood, Wanderer Coat, Wanderer Manchette, Wanderer Boots	Scimitar	Leather Shield	None	None
Thief	Thief Mask, Black Leather Armor, Black Leather Gloves, Black Leather Boots	Target Shield	Bandit's Knife	None	None
Bandit	Brigand Hood, Brigand Armor, Brigand Gauntlet, Brigand Trousers	Battle Axe	Spider Shield	None	None
Hunter	Leather Armor, Leather Gloves, Leather Boots	Shortsword, Short Bow	Large Leather Shield	None	Standard Arrow x30
Sorcerer	Sorcerer Hat, Sorcerer Cloak, Sorcerer Gauntlets, Sorcerer Boots	Dagger	Small Leather Shield	Sorcerer's Catalyst	Soul Arrow
Pyromancer	Tattered Cloth Hood, Tattered Cloth Robe, Tattered Cloth Manchette, Heavy Boots	Hand Axe	Cracked Round Shield	Pyromancy Flame	Fireball
Cleric	Holy Robe, Traveling Gloves, Holy Trousers	Mace	East-West Shield	Canvas Talisman	None
Deprived	None	Club	Plank Shield	None	None



Warrior

The Warrior is a good all around choice due to the character's combination of high Strength and Dexterity, allowing them to make use of most early equipment they come across. It also has respectable Intelligence and Faith stats, so using magic is an option if you want to put a few levels into one of these stats. The Heater Shield is a very good starting addition, as it will allow the Warrior to block 100% of physical damage from the beginning of the game. Their strong starting armor combined with decent Resistance can make them a good choice for players that like to be defensive and patient.



Knight

The Knight is a tank class, starting with the highest Vitality and Resistance values of all classes, as well as the most robust equipment. This does mean that Knights move slowly, so you will need to fight carefully and expect to take some hits. Most weapons are easily equippable by a Knight, and their Faith stat is high enough to use Miracles for healing, but you'll need to increase your strength in order to focus on killing enemies in as few attacks as possible.



Wanderer

Wanderers are another good all-round Class, but with a focus on speed and evading, rather than high defense. Their Vitality is relatively low, so getting hit is a bad idea. The Scimitar is a very useful starting weapon due to the Class's high Dexterity, its high attack speed and the large radius of its attacks. You'll want to close the distance quickly and use fast combos to take out enemies before they can attack. You'll also have the option to fight at range with spells, thanks to their fairly high Attunement and Intelligence stats, or use a Bow.



Thief

The high critical rate the Thief enjoys is a very nice advantage, especially when combined with the speed of their Dagger attacks. They aren't built very solidly, however, with low Vitality, Strength and Endurance stats making them a weak target and also reducing their weapon choices. The Dagger is capable of dealing with most enemies perfectly well, and compliments the Thief's speed and evasive style. They also come with the Master Key by default, which allows them to select a different Gift and access many locked doors much easier than other Classes could.



Bandit

The Bandit specializes in hard-hitting physical attacks, and is great with weapons such as Axes and Straight Swords. The starting Battle Axe is great for the game's early areas, where dealing with enemies in as few hits as possible is important. Their high Endurance and Strength will mean that of all Classes they deal the most damage at the beginning of the game. The Bandit's magic stats are very poor, so using any kind of magic isn't an option without spending a lot of levels on one of those stats. Their starting Armor also isn't great, but you will have no trouble equipping better Armor and Shields as you find them.



Hunter

Hunters can be used to specialize in Bows, thanks to their high initial Dexterity stat, but all of their other stats are fairly average. This means they'll favor high Dexterity weapons such as Spears and Rapiers. Their low Equip load means they can roll fast and evade well, so using quicker weapons to strike and retreat is a good idea. Using magic could be a struggle early on, but any other weapon is realistic with only a few level ups. You should weaken enemies from range early on with the Short Bow, and then finish them with a fast strike, but be mindful of your supply of Arrows.



Sorcerer

If you want to use magic as your primary offensive tool, then the Sorcerer is the best Class to begin with. The Soul Arrow will be your primary source of damage early in the game, and with 30 uses you can weaken enemies easily [→□ 01]. The high Attunement and Intelligence make both Sorcery and Pyromancy viable early on. Using physical weapons will be a struggle, however, so you'll be limited to your Dagger unless you spend points on Strength. Dexterity is decent, so using Spears is also an option. This can provide you with a fallback at times when enemies are resistant to your magic.



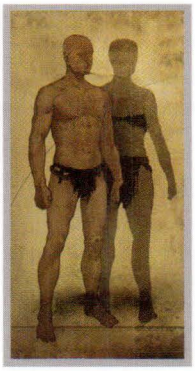
Pyromancer

Combining powerful fire magic with decent physical weapon ability, the Pyromancer has good offensive options from the start. As the only Class that starts at Level 1, you can choose the order in which every single stat is increased. The Hand Axe is a good starting weapon, allowing for decent damage in the early areas of the game. You should aim to use physical attacks with medium speed weapons against the weaker enemies and keep magic stocked up for more serious threats. The Fireball allows you to take down some very powerful enemies early on much easier than other Classes.



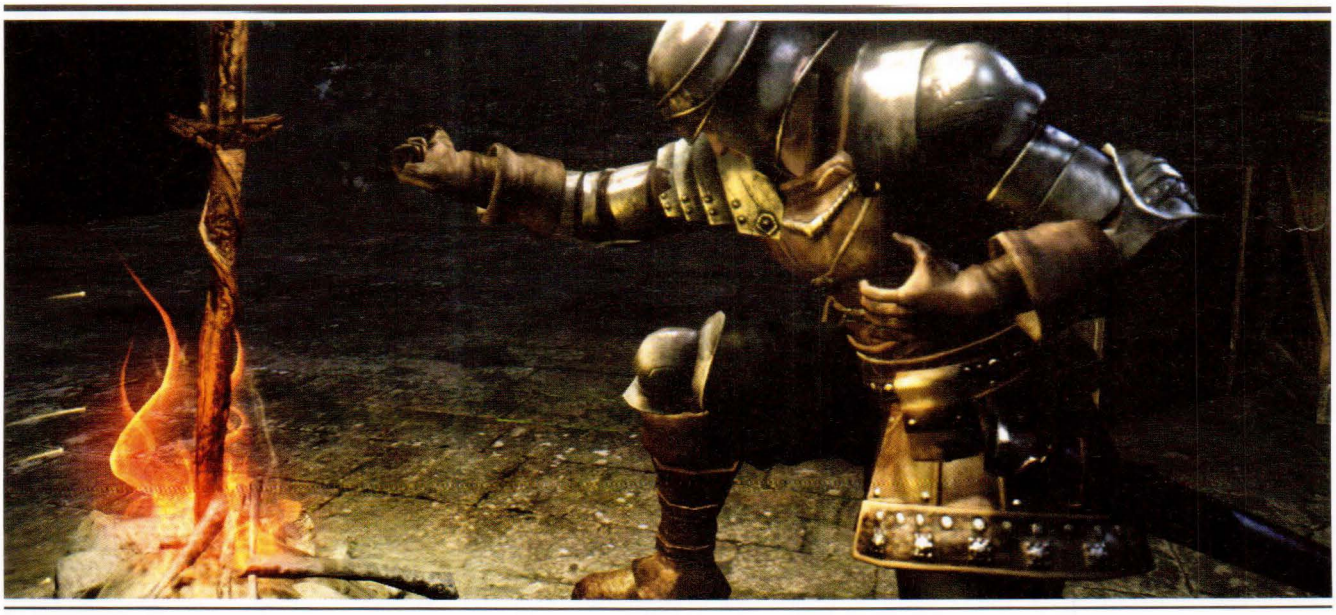
Cleric

Clerics can use Miracles to heal thanks to their high starting Faith stat and equipped Talisman. Their other stats are ok, so you'll have plenty of freedom in weapon selection after a few level ups. The low Dexterity does hamper this a little, but you can use weapons such as Maces and Hammers to get around this [→□ 02]. Clerics will be well suited to these weapons, as taking on enemies directly with slower weapons is offset by their ability to heal more often than other Classes. Aim to Heal outside battle, and use the Estus Flask in battle when necessary, because the Heal Miracle is slow to activate and leaves you open for a while.



Deprived

The Deprived can be considered the expert player's Class, as its terrible lineup of starting equipment makes the beginning stages of the game much harder to get through until you find better Weapons and Armor. The benefit experienced players will get from the Deprived is that it starts with all stats at 11, so it can truly be developed into any kind of character. This gives a challenge in the early stages, as their lack of equipment means you won't be able to take any hits, so it relies on the player being more experienced with the game.




01


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Saving & Loading

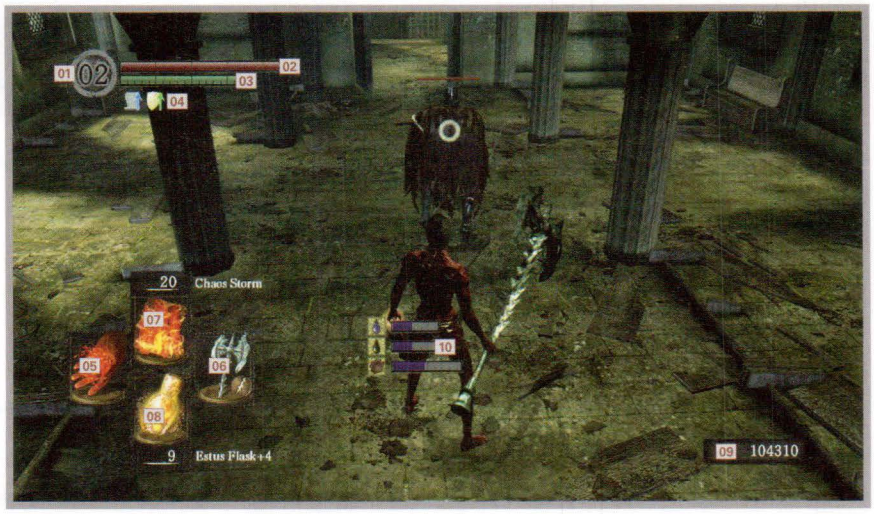
Saving is entirely automatic in Dark Souls, and is limited to one slot per character you create. The game saves periodically whilst you are playing. Look for the fire symbol in upper-right-hand corner to know when the game is being saved. If you quit a game after a save, you will restart right where you were, but if you die and then quit, you will restart at the last Bonfire you rested at. You can create multiple characters, each with its own save slot, and can choose between them by selecting Load from the game's title screen.

Quitting

When you quit the game your exact position and status are immediately saved. It's always best to enter the in-game menu and select Quit before turning the game off, as this will allow you to restart from the exact same place when you load the game again.

On-screen Display

The on-screen display in Dark Souls is fairly basic, but it's also vital to understand each element of it. Here are all the elements that can appear, including an explanation of what they mean.



01 Humanity

The Humanity counter is in the top left of the screen. It shows you your current Humanity count at times when you are Human. It will also change to skull icon when you've been Cursed.

02 Health Gauge

This red gauge represents your current HP, and will grow in size as you level up and increase your Vitality stat. It will deplete when you are hit by enemy attacks or caught by environmental traps, and does not regenerate. To regain lost health you'll need to rest at a Bonfire, or use an Estus Flask or a Humanity item.

03 Stamina Gauge

The Stamina Gauge is the green bar just below your Health Gauge. It shows how much Stamina you have, and will deplete as you perform various actions, such as attacking or sprinting. It will automatically regenerate at a rate determined by your character's stats and equipment once you stop performing actions that consume stamina.

04 Status Icons

Various icons can appear here underneath your Stamina Gauge to signify any statuses (either positive or negative) that are currently affecting your character. You'll find more on the possible statuses later in this chapter.

05 Left Hand Slot

This item shows what you currently have equipped in your left hand. You can press Left on the directional pad to switch between your main and sub-weapon on this hand, which will change the icon that appears here.

06 Right Hand Slot

This shows your equipped right-hand weapon, and you can press Right on the directional pad to switch between your main and sub-weapons for this hand.

07 Attunement Slot

If you have an item in one of your Attunement Slots its icon will show up here. Only Sorcery, Pyromancy or Miracles can actually be used from this slot, and you can cycle through the ones you have equipped by pressing Up on the directional pad.

08 Inventory Slot

The lowest icon shows your currently selected inventory item. This can be one of the six items you equip on the Equipment menu screen and you can press Down on the directional pad to cycle between these items, and then press the Use button to use your selection.

09 Soul Counter

This number in the bottom right of the screen shows how many souls you currently have.

10 Resistance Meter

This meter will appear on screen when you've been afflicted with a negative status effect that takes effect over time. It shows how long your resistance is taking to purge the effect, and when it is fully depleted the status effect will wear off.

In-Game Menus

The game has a few in-game menus that you'll be using often to keep track of your items and your character's progress.

Game Menus

Pressing Start at any time will enter the Game menu, which always displays the Inventory tab first. The Game menu is made up of four tabs: Inventory, Equipment, Status and Settings. The Inventory and Equipment tabs are used to organize and equip the many weapons, armor, magic and items you'll amass while playing the game, and doing this is explained in detail a little later in this chapter. It's worth remembering that you can press Select/Back in this menu to read a description of any item you've selected.

Gesture Menu

Pressing the Select/Back button at any point will bring up the Gesture menu. This allows you to select from any Gestures you have acquired and use them. Gestures are short animations that your character can perform as taunts or signals, and can be useful in Online Mode to aid communication with other players.



01



02

Gameplay Elements

This section covers all of the mechanics and systems that you'll need to get familiar with when playing Dark Souls. The game is extremely punishing to the unprepared player, so ensuring that you fully understand each of these elements before heading into battle with the undead (or the dead) (or the undead who have become the dead) can really pay dividends.

Game Flow

We'll begin by going through the way the game progresses and is structured. Reading through this section will give you a quick feel for the way you should approach the game.

Cut-scenes

The game features movie-like cut-scenes that play as an intro to the game's opening section and to introduce each boss or major event. They can usually (but not always) be skipped by pressing the Start button.

No Pause

You can't pause the game at all whilst playing, even in Offline Mode. This is a major departure from the way most other modern role-playing games work, and it means you can never truly be safe.

Open World Structure

Dark Souls does not provide the player with any kind of map or listed objectives. So you're on your own in its gigantic world, and must figure out what to do and where to go by exploring the game's depths. It truly is a sandbox game, since all areas are linked as a giant world, allowing you to choose your own path through the majority of it.

Some parts of the game do require you to visit certain areas before continuing to others, but even at these points you will usually have a choice in the order in which you tackle the available areas. There is no truly optimal path through the game, but the Area Guide chapter is presented in a way that lets you approach the most difficult areas last.

Messages

Early in the game you'll come across red flashes of color on the ground fairly often [→□ 01]. Pressing the Interact button when standing on one of these will cause a message to appear on screen. These messages are actually helpful hints as to the basics of the game, or what you should be aiming to do, though some are presented in a cryptic way.

If you're playing with Online Mode enabled, you'll very likely continue to see messages throughout the rest of the game, as other players playing online can leave behind their own message anywhere in the game's world for you to read (if they have the necessary item). For more on this, see the Online Mode section later in this chapter.

Souls & Dying

Souls are currency for leveling up and buying items. Almost every enemy you kill will leave Souls behind for you. These are automatically absorbed by your character, so you won't have to touch the enemy's body to obtain them [→□ 02]. Humanity is another type of currency that you can use to reverse Hollowing and Kindle Bonfires. More detail on how Humanity works can be found later in this chapter.

When you are killed, you will lose all of the Souls and Humanity you are carrying. You then have one chance to get back to that spot, where you'll find your Bloodstain, and recover your lost Souls and Humanity. Get killed before then, and they are lost forever. You'll restart the last Bonfire you rested at before dying.

Traversing the White Light

When exploring you will occasionally come across pathways blocked by a veil of white light. Pressing the Interact button when near one these will allow you to traverse it and continue exploring beyond. These often lead to Boss Fights, but can also simply be regular openings to other areas. They always trigger the game to save, so if you don't die and simply quit the game after going through one, you can reload from at that point. But if you die, all bets are off and you'll reappear at the last Bonfire.

Yellow Lights

At a few points in the game you'll have your path blocked by a yellow veil of light, and this won't let you pass straight away when inspected. You will need to have placed the Lordvessel on the Firelink Altar to make the light disappear, and only in doing so can you gain entry to the areas on the other side.

Bonfires

You'll find Bonfires throughout the game's world. You'll need to light these to use them, and once you do so you'll be able to rest and perform other actions such as leveling up your character [→□ 03]. Using a Bonfire will also cause most of the enemies you've killed in the area to reappear, so you may not want to use one if you've cleared out an area and simply want to explore undisturbed for a while. Note that you can't rest at a Bonfire while there are enemies in the immediate area.

If you do use a Bonfire, it will instantly refill your health to full, along with your supply of Estus Flasks and spells, so choosing to use a Bonfire will often be necessary in order to keep going and give yourself a fighting chance. Resting will also cure any status ailments you're currently afflicted with, with the exception of Curse. If you're being chased by a group of enemies and you reach a Bonfire you can rest at it to reset them back to their original positions, allowing for a useful escape method.

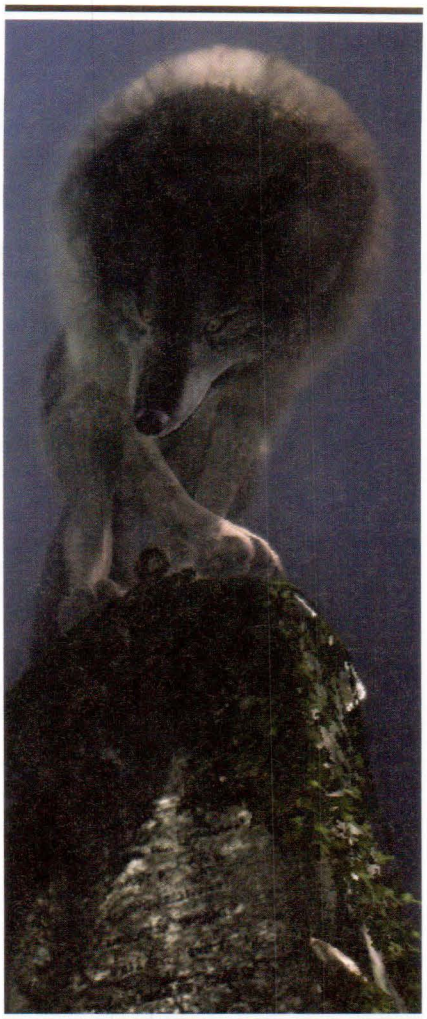
Here we'll list the options you have when using a Bonfire and what each of them does. Note that some of these options only become available when you've progressed some way into the game.

Leave*	Leave the Bonfire.
Level Up*	Level up your character by selecting a stat to increase.
Reinforce Weapon	Upgrade your weapon if you have a Weapon Smithbox.
Reinforce Armor	Upgrade your armor if you have an Armor Smithbox.
Repair Equipment	Fix durability of your weapons and armor.
Attune Magic	Set desired magic to top D-Pad slot.
Access Bottomless Box	Store inventory items so you don't have a huge list on you at all times.
Warp	Warp to other selected Bonfires that you have lit.
Kindle*	Increase the capacity of the Estus Flask.
Reverse Hollowing*	Become Human at the cost of Humanity.

*Available form the start



03



Fire Keepers

The Fire Keeper is the person that keeps a Bonfire lit after you first light one. Sometimes you can kill them, but doing so will extinguish the Bonfire, preventing you from using it. In some cases, another NPC may kill the Keeper, and you'll have to track this NPC down and return the Fire Keeper's Soul to restart the Bonfire. Fire Keepers offer various services from reinforcing the Estus Flask (Fire Keeper Soul required) to starting Covenants.

You can warp to the following Bonfires, but only while you have the Lordvessel. You can warp from any Bonfire, with the exceptions of the ones in the Painted World of Ariamis and the Archives Tower.

Firelink Shrine
Sunlight Altar
Anor Londo
Chamber of the Princess
Darkmoon Tomb
The Abyss
Daughter of Chaos
Altar of the Gravelord
Stone Dragon

Dark Souls is an open world game and you can go nearly anywhere you want, but some areas are tougher than others, so a chronology of traveling should be observed so that you are at the proper levels with the proper equipment to handle the enemies therein. Refer to the Area Guide chapter for our suggested approach regarding this. Once you enter a new area you'll be well served by exploring it thoroughly, as there will be no shortage of hidden items to find.

Interaction

The game uses a universal Interact button to let you perform a wide variety of context-specific tasks. These actions include climbing ladders, opening doors, ringing bells, pulling switches and pillaging corpses [→□ 01]. When you get close to something you can interact with, a message appears to press the Interact button. Doing this will result in the action required taking place instantly.

Breakable Items

The environment is full of breakable items such as barrels, pots and wooden planks. Any attack will break these items, and most will break many such items at once if they are grouped together. A dashing roll is enough to break these items without using your weapon, so this is usually the best way to remove them from your path [→□ 02]. Breakable objects will almost never contain items to pick up, but they sometimes hide NPCs or paths for further exploration, so it's always worth clearing them out of the way.

Pillaging Bodies

When exploring areas you should always be on the lookout for glowing lights, which very often appear over dead bodies, and try to find a way to them so that you can pillage the corpse of its items or equipment. Often a jump or fall is required to reach these corpses, so you'll need to look for anything in the environment that might allow you access to their location. Once you reach the body, you'll be prompted to press the Interact button as usual to pillage the corpse, at which point you'll receive all items the corpse had. Besides set bodies, some enemies drop items when you kill them, so look out for that glowing white light and pillage them whenever you see it.

Treasure Chests

There are treasure chests dotted around the game environment, and these work in exactly the same way as the corpses do. Get close, press the Interact button once to open the chest, and then press it again to pillage and claim your items. Be warned, however: later in the game, these chests could be an enemy called a Mimic.

Locked Doors

In most cases, a locked door will be a door you'll find (or be able to buy) a key for later in the game. Sometimes you'll be able to buy a key that will open more than one door. Generally, you shouldn't need to be concerned by a locked door; you'll almost always find the key for it or the path around it a little later on. Some doors will give you a message when inspected that says they "cannot be opened from this side". For these doors you'll need to explore the area more, and you'll eventually find a way to the other side, where you'll be able to unlock it without the need for a key, thereby opening a useful shortcut back. [→□ 03]

Breakable Walls

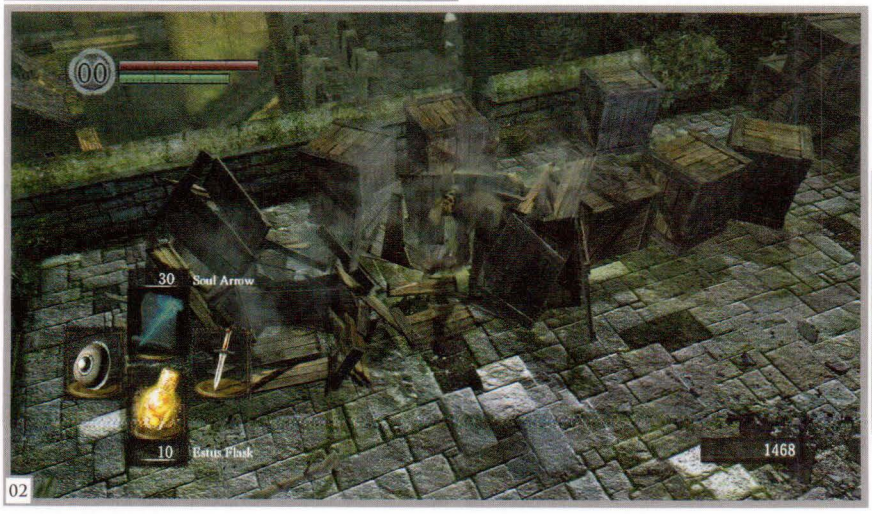
Striking certain walls in the game will cause them to disappear completely, revealing a hidden pathway to an unexplored area. These walls are not very common; there's usually only one or two in each area, and sometimes none at all. Some are in places where the wall looks damaged or weak, but others are indistinguishable from their surrounding environment, so if you want to find them you'll need to hit every section of wall in any area you think might lead somewhere. [→□ 04]

Traps

Be on the lookout for dangers in the environment as you progress through unexplored areas. There are many traps that can take you completely by surprise, even when you're paying close attention, so it's best to keep your health near full to increase your chances of surviving these. Keep an eye out for raised plates on the floor, as stepping on these will very often mean something nasty comes your way. Once you know where these are, however, you can use them to your advantage by luring enemies into to the path of the lethal arrows that will be passing by imminently.

Some traps are one-time occurrences, such as an enemy kicking a boulder down a staircase. You'll be able to spot these traps in time to dodge them if you're careful enough and always look well ahead. Some, such as statues that attempt to impale you on an extruding spike as you walk past, will be easy to avoid once you've become accustomed to them; simply roll past them every time you see one.


01



02


03

Hazards

The environment is full of hazards that can either damage you severely or kill you outright. These include the expected cliffs and pitfalls, which will almost always result in death if you fall over the edge, deep water, which has the same result, and poisoned swamps, which reduce your health bit by bit the longer you spend time in them [→□ 05]. You'll come across lava-filled areas later in the game that have a similar effect to poisoned swamps, but will also seriously damage and eventually destroy your Armor if you stay too long in them.



04



05


06

Character Control

The way you control your character may seem to be fairly standard for third person action games, but there's always a but in a sentence like this. Dark Souls is a game that must be played very carefully, and will heavily punish imprecision or impatience, even with regards to controlling your character. Here we'll explain all of the small things about controlling your character that can help to make getting through the game easier.

Lock-On

Combat in Dark Souls makes heavy use of the lock-on feature to allow you to circle strafe and evade more easily, as well as helping to ensure that your attacks find their target. To lock-on, face an enemy's general direction and click the Right Stick. This will keep you focused on the enemy, but can hinder other movements. Tap R-Stick again to release - more on this in the General Combat section below.

Camera

You have full control over the camera at all times in Dark Souls. Keeping the camera in position so that you can see what you're fighting isn't always easy, especially in the game's more cramped corridors. It's best to advance slowly and turn the camera in different directions as you move to avoid being taken by surprise [→□ 06]. Lock-on affects the camera so be careful: you can't just turn around and run when locked on to an enemy. Also affects rolls as it causes you to roll toward what you are locked onto.

Quick Camera Turn

You can click the Left Stick to immediately turn the camera to the direction you are facing. This is invaluable at times when an enemy has surprised you from behind, because you can turn your character much quicker than you can swing the camera round manually. It's also useful when you're turning the camera while moving in order to scan the environment, but then need to quickly focus on an enemy ahead of you.

Rolling

Press the Action button plus a direction to perform a roll in that direction. Rolling is a great form of evasion, especially in conjunction with the lock-on feature. Once you get used to an enemy's attacks, you can wait for them to begin using one that you know is linear and then simply roll to the other side, which will often leave you with a chance for an easy backstab.

Rolling can also be used to break objects or cross small gaps that you couldn't simply sprint over. Be careful not to repeatedly press the Action button during a roll, because doing so will cause your character to perform another roll the instant you recover from your current one, which can sometimes place you in a very bad position.

Backstep
Pressing the Action button whilst stationary will cause your character to backstep very quickly, which is extremely useful as a backwards evade. This can be used to create space between you and the enemy without having to turn your back on them, which is always a bad idea. [→□ 01]

Dashing
Holding down the Action button while moving will cause your character to begin sprinting. This constantly consumes your Stamina, so you won't be able to do it indefinitely. Sprinting will obviously get you where you want to go much quicker, but it also leaves you more open to enemy ambushes and traps, so use it sparingly until you've become familiar with the area you're exploring.

Dashing Jump & Roll
While sprinting, you can release and quickly tap the Action button again to perform a jump and then an automatic roll. This short jump can get you over small gaps in the environment and allow you to reach places you otherwise couldn't. Some hidden treasures will require you to use this, so you'll need to look out for areas that look like you could jump to. [→□ 02]

Falling
Falling in Dark Souls is usually a bad idea, as it causes you to take damage, and your health is very precious. The greater the height you fall from, the more damage you'll take, and falling from a very high place can easily kill you instantly, regardless of how much health you have.



01



02

Leveling Up & Stats

Leveling up your character must be done manually, at a Bonfire. Leveling up costs Souls, so it's a good idea to find a Bonfire at times when you have amassed a large amount of Souls in order to strengthen your character. Each level you go up requires an increasing number of Souls to boost a stat. At a Bonfire, choose level up, then select the stat you want to increase. Use Left and Right on the directional pad to boost a stat. Watch your basic stats to see what is increasing for each stat boost you do, and, if you approve, then accept the boost, otherwise cancel and pick something else.

Level	Souls	Level	Souls	Level	Souls	Level	Souls	Level	Souls	Level	Souls	Level	Souls	Level	Souls
1	–	25	3970	49	13979	73	30901	97	56393	121	92115	145	139726	169	200884
2	673	26	4271	50	14535	74	31780	98	57666	122	93850	146	141992	170	203751
3	690	27	4581	51	15103	75	32675	99	58956	123	95606	147	144282	171	206644
4	707	28	4900	52	15683	76	33585	100	60265	124	97382	148	146596	172	209564
5	724	29	5229	53	16275	77	34510	101	61592	125	99180	149	148933	173	212511
6	741	30	5567	54	16880	78	35450	102	62937	126	100999	150	151295	174	215484
7	758	31	5915	55	17497	79	36406	103	64300	127	102839	151	153681	175	218485
8	775	32	6273	56	18127	80	37377	104	65682	128	104700	152	156091	176	221513
9	793	33	6641	57	18770	81	38364	105	67082	129	106583	153	158525	177	224568
10	811	34	7019	58	19426	82	39367	106	68501	130	108487	154	160984	178	227650
11	829	35	7407	59	20095	83	40386	107	69939	131	110413	155	163467	179	230760
12	847	36	7805	60	20777	84	41421	108	71396	132	112361	156	165975	180	233897
13	1039	37	8214	61	21472	85	42472	109	72872	133	114331	157	168508	181	237062
14	1238	38	8634	62	22181	86	43539	110	74367	134	116323	158	171066	182	240255
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18	2114	42	10420	66	25154	90	47975	114	80542	138	124514	162	181549	186	253307
19	2353	43	10894	67	25932	91	49126	115	82135	139	126618	163	184234	187	256641
20	2601	44	11379	68	26724	92	50294	116	83748	140	128745	164	186944	188	260004
21	2857	45	11876	69	27530	93	51479	117	85381	141	130895	165	189680	189	263395
22	3122	46	12384	70	28351	94	52681	118	87034	142	133068	166	192442	190	266815
23	3396	47	12904	71	29186	95	53901	119	88707	143	135264	167	195230	191	270264
24	3678	48	13436	72	30036	96	55138	120	90401	144	137483	168	198044	192	273742



Level	Souls
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194	280785
195	284351
196	287946
197	291571
198	295226
199	298910
200	302625
201	306370
202	310145
203	313950
204	317786
205	321652
206	325549
207	329477
208	333436
209	337426
210	341447
211	345499
212	349583
213	353699
214	357846
215	362025
216	366236
217	370479
218	374754
219	379061
220	383401
221	387773
222	392178
223	396616
224	401086
225	405590
226	410127
227	414697
228	419300
229	423937
230	428607
231	433311
232	438049
233	442821
234	447627
235	452467
236	457341

Level	Souls
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239	472172
240	477185
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242	487316
243	492434
244	497587
245	502776
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247	513260
248	518556
249	523887
250	529255
251	534659
252	540099
253	545575
254	551088
255	556637
256	562223
257	567846
258	573506
259	579203
260	584937
261	590708
262	596517
263	602364
264	608248
265	614170
266	620130
267	626128
268	632164
269	638238
270	644351
271	650502
272	656692
273	662921
274	669188
275	675495
276	681841
277	688226
278	694650
279	701114
280	707617

Level	Souls
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282	720743
283	727366
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285	740732
286	747476
287	754259
288	761084
289	767949
290	774855
291	781802
292	788790
293	795819
294	802889
295	810001
296	817154
297	824349
298	831586
299	838864
300	846185
301	853548
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303	868400
304	875890
305	883422
306	890997
307	898615
308	906276
309	913980
310	921727
311	929517
312	937351
313	945229
314	953150
315	961115
316	969124
317	977177
318	985274
319	993415
320	1001601
321	1009831
322	1018106
323	1026426
324	1034790

Level	Souls
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326	1051655
327	1060155
328	1068700
329	1077291
330	1085927
331	1094609
332	1103337
333	1112111
334	1120931
335	1129797
336	1138710
337	1147668
338	1156674
339	1165726
340	1174825
341	1183971
342	1193164
343	1202404
344	1211691
345	1221026
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Level	Souls
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390	1692095
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394	1738993
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399	1798818
400	1810945
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403	1847650
404	1859994
405	1872392
406	1884845
407	1897353
408	1909916
409	1922534
410	1935207
411	1947936
412	1960719

Level	Souls
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414	1986454
415	1999405
416	2012412
417	2025475
418	2038594
419	2051769
420	2065001
421	2078289
422	2091634
423	2105036
424	2118495
425	2132010
426	2145583
427	2159213
428	2172900
429	2186645
430	2200447
431	2214307
432	2228225
433	2242201
434	2256235
435	2270327
436	2284478
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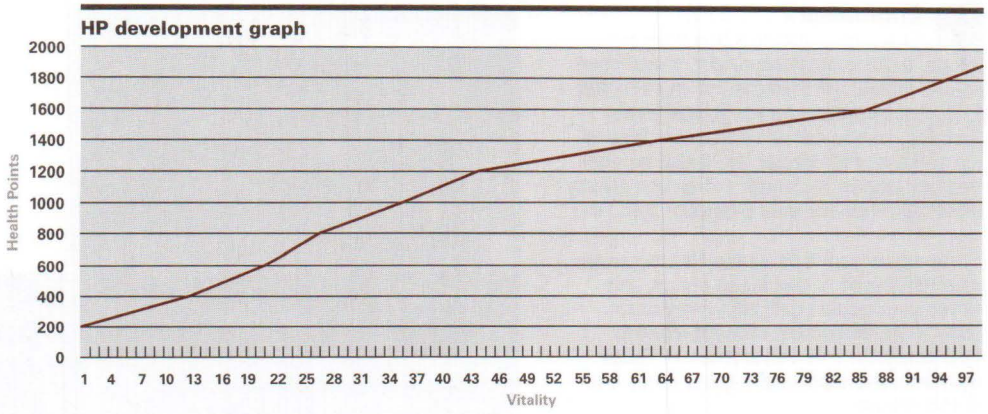
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473	2850141
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486	3069012
487	3086295
488	3103644
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490	3138535
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Level	Souls
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502	3353369
503	3371700
504	3390098
505	3408562
506	3427093
507	3445691
508	3464356
509	3483088
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511	3520754
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513	3558689
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543	4160744
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Level	Souls	Level	Souls	Level	Souls	Level	Souls	Level	Souls	Level	Souls	Level	Souls	Level	Souls
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546	4224424	577	4920800	608	5689596	639	6534388	670	7458751	701	8466260	732	9560490	763	10745014
547	4245795	578	4944450	609	5715642	640	6562945	671	7489934	702	8500184	733	9597272	764	10784768
548	4267236	579	4968176	610	5741767	641	6591585	672	7521204	703	8534200	734	9634148	765	10824620
549	4288750	580	4991977	611	5767972	642	6620308	673	7552561	704	8568306	735	9671118	766	10864570
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553	4375525	584	5087941	615	5873585	646	6736032	677	7678858	708	8705636	739	9819942	770	11025350
554	4397400	585	5112122	616	5900188	647	6765173	678	7710650	709	8740196	740	9857386	771	11065792
555	4419347	586	5136380	617	5926871	648	6794396	679	7742530	710	8774848	741	9894922	772	11106332
556	4441367	587	5160713	618	5953634	649	6823704	680	7774497	711	8809590	742	9932556	773	11146972
557	4463460	588	5185124	619	5980477	650	6853095	681	7806552	712	8844424	743	9970284	774	11187708
558	4485626	589	5209611	620	6007401	651	6882571	682	7838695	713	8879350	744	10008108	775	11228546
559	4507865	590	5234175	621	6034405	652	6912131	683	7870926	714	8914366	745	10046026	776	11269482
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564	4620160	595	5358151	626	6170639	657	7061198	688	8033404	719	9090832	750	10237056	781	11475650
565	4642840	596	5383178	627	6198129	658	7091266	689	8066165	720	9126402	751	10275550	782	11517184
566	4665594	597	5408284	628	6225700	659	7121419	690	8099015	721	9162064	752	10314138	783	11558816
567	4688422	598	5433466	629	6253353	660	7151657	691	8131954	722	9197818	753	10352826	784	11600550
568	4711324	599	5458727	630	6281087	661	7181981	692	8164982	723	9233666	754	10391608	785	11642382
569	4734300	600	5484065	631	6308903	662	7212389	693	8198099	724	9269608	755	10430488	786	11684316
570	4757351	601	5509482	632	6336801	663	7242884	694	8231305	725	9305640	756	10469464	787	11726350
571	4780476	602	5534977	633	6364781	664	7273464	695	8264601	726	9341768	757	10508536	788	11768484
572	4803677	603	5560550	634	6392843	665	7304130	696	8297986	727	9377986	758	10547706	789	11810720
573	4826951	604	5586202	635	6420987	666	7334882	697	8331461	728	9414300	759	10586974	790	11853056
574	4850301	605	5611932	636	6449214	667	7365720	698	8365026	729	9450706	760	10626338	791	11895492
575	4873725	606	5637741	637	6477522	668	7396644	699	8398682	730	9487208	761	10665798	792	11938030



When leveling one stat, other stats may or may not be affected, so watch your numbers and try to get the most from your souls.



Vitality

Vitality governs your maximum HP, so leveling up this stat will allow you to take more damage before dying [→□ 01]. Outside of the obvious combat benefits, boosting your HP by putting points into Vitality will make it more likely that you'll survive being hit by environmental traps or falling from heights. Once you have Vitality at around Level 40, you'll begin seeing much lower gains for every point you assign to it, so you'll be better off focusing on other stats at this point. If you're only playing through the game once then you won't need to get your Vitality much above 20, as you'll want to use your points on other stats instead. If, however, you're playing the game multiple times through or making a powerful PvP build, you'll want as much health as you can get without hurting your character's primary offensive stat.



01



02

Vitality	Max HP	Vitality	Max HP	Vitality	Max HP
1	400	34	1193	67	1649
2	415	35	1216	68	1658
3	433	36	1239	69	1666
4	451	37	1261	70	1675
5	471	38	1283	71	1683
6	490	39	1304	72	1692
7	511	40	1325	73	1700
8	531	41	1346	74	1709
9	552	42	1366	75	1717
10	573	43	1386	76	1725
11	594	44	1405	77	1734
12	616	45	1424	78	1742
13	638	46	1442	79	1750
14	659	47	1458	80	1758
15	682	48	1474	81	1767
16	698	49	1489	82	1775
17	719	50	1500	83	1783
18	742	51	1508	84	1791
19	767	52	1517	85	1799
20	793	53	1526	86	1807
21	821	54	1535	87	1814
22	849	55	1544	88	1822
23	878	56	1553	89	1830
24	908	57	1562	90	1837
25	938	58	1571	91	1845
26	970	59	1580	92	1852
27	1001	60	1588	93	1860
28	1034	61	1597	94	1867
29	1066	62	1606	95	1874
30	1100	63	1615	96	1881
31	1123	64	1623	97	1888
32	1147	65	1632	98	1894
33	1170	66	1641	99	1900

Attunement

This stat is most important for deciding how many Attunement Slots you'll have, which in turn allows you to equip and use more types of magic at once [→□ 02]. If you're comfortable using only a few spells at once, and don't mind switching one spell out for another when the need arises, then you won't actually need to put many points into Attunement. You can also increase your Attunement Slots through equipping certain Rings, which is a good idea for Sorcery based characters, as you'll gain an extra Slot without assigning precious points to Attunement.

Attunement Lvl.	Slot Number
0-9	0
10-11	1
12-13	2
14-15	3
16-18	4
19-22	5
23-27	6
28-33	7
34-40	8
41-49	9
50-99	10
Darkmoon Séance Ring	1
White Séance Ring	1
Max Slots	12

Endurance

Endurance affects a few different things, but the most important is your character's amount of Stamina. Having a higher Endurance stat means you'll have more Stamina, so you can attack more before tiring and sprint for longer. You'll also be able to block attacks for longer, which can greatly affect your options during combat. [→☐ 01]

Bumping up your Endurance also increases your resistance to the Bleed status, and raises your Equip Load, allowing you to carry more equipment without slowing your character's movement down. These elements are explained in more detail later in this chapter.

Endurance	Max Stamina
1	81
2	82
3	83
4	84
5	85
6	86
7	87
8	88
9	90
10	91
11	93
12	95
13	97
14	98
15	100
16	102
17	104
18	106
19	108
20	110

Endurance	Max Stamina
21	112
22	115
23	117
24	119
25	121
26	124
27	126
28	129
29	131
30	133
31	136
32	139
33	141
34	144
35	146
36	149
37	152
38	154
39	157
40-99	160

Strength

Increasing your strength will allow you to equip and effectively use more powerful striking weapons. This is obviously important for characters that specialize in two-handed weapons, such as Hammers, Greataxes and Greatswords. The higher your Strength stat is, the more damage you'll deal with each strike, which is especially important when combined with a high Strength Parameter Bonus. For PvP characters aiming to use Strength based weapons, increasing this stat as much as possible is essential in order to make every strike as damaging as it can be.

Dexterity

Dexterity works in a similar way to Strength, but its effect is applied to weapons that call for finesse rather than brute force, such as Bows, Spears and Daggers. Raising this stat will boost your attacking power with almost all weapons, but you'll see the most gains with ones that are based on Dexterity and also have a Dexterity Parameter Bonus.


01



02

Resistance

Raising your Resistance stat is the best way to increase your Defense and take less damage from enemy attacks. Though other stats also affect Defense, Resistance has the most impact, and also increases your resistance to the Poison status effect. Defense is not an actual stat within the game, but it does exist behind the scenes and is affected by all of your other character stats, as shown in the example here.

Stat	Physical DEF.	Magic DEF.	Flame DEF.	Lightning DEF.
Vitality	Low Raise	Low Raise	Low Raise	Normal
Attunement	Low Raise	Low Raise	Low Raise	Normal
Endurance	Low Raise	Low Raise	Low Raise	Normal
Strength	Low Raise	Low Raise	Low Raise	Normal
Dexterity	Low Raise	Low Raise	Low Raise	Normal
Resistance	High Raise	Low Raise	Very High Raise	Normal
Intelligence	Low Raise	Low Raise	Low Raise	Normal
Faith	Low Raise	Very High Raise	Low Raise	Normal

Intelligence

Raising your Intelligence stat will increase the power of your magic, so it's an essential stat for magic focused Classes. You'll need to raise it in order to be able to equip better Catalysts, Magic and Pyromancy spells [→☐ 02]. You'd need to raise Intelligence to 50 in order to use all available spells, so those focused on Magic or Pyromancy will need to put plenty of their points into it. Raising the stat above 50 will not grant much increase in the actual power of your spells, however, so this is only worth doing for PvP focused characters.

Faith

Faith affects Miracles most directly, and also your ability to equip better Talismans. As with Resistance, you won't need more than 50 Faith to equip any Miracle, and once you have 50 you'll be better off putting points into other stats, as the actual increase in power beyond this point isn't great. You will see good gains in Magic defense, however, so for PvP based characters this can be a really important stat.

Humanity

Humanity is required to stay in Human form. When you die you lose all of your Humanity and will become "Hollow" [→□ 03]. When you reappear in the game, you'll regain all of your lost Humanity and Souls if you can reach your Bloodstain without dying again.

Humanity also dictates your Item Discovery value. The more Humanity you have, the higher this value will be and the more items you'll find when killing enemies. There is also a Ring you can equip to boost Item Discovery further, for a potential maximum of 410. This is a very good reason to keep your Humanity count high, but you'll be risking much more when engaging invading Phantoms in Online Mode.

Uses of Humanity

Using the Humanity or Twin Humanities items recovers all HP and increases your Humanity count by 1 or 2, respectively. You can spend your Humanity at Bonfires in order to revert back to being Human, or to Kindle the Bonfire, which levels it up and allows you to start with more Estus Flasks. You can also spend Humanity to increase your level within certain Covenants – you can find out more about these in the Extras chapter. Finally, having a higher Humanity count will increase your resistance to the Curse status and will increase your attack power when using Chaos weapons and some types of Sorcery.

Humanity	Item Discovery
0	100
1	120
2	125
3	129
4	133
5	138
6	142
7	146
8	150
9	155
10	159

Humanity	Item Discovery
11	163
12	168
13	172
14	176
15	180
16	182
17	184
18	186
19	188
20	190
21	192

Humanity	Item Discovery
22	194
23	196
24	198
25	200
26	202
27	204
28	206
29	208
30	210
31-99	210

Consuming Humanity

Usage	Consumes
Use kindling to level up the Bonfire.	1 per Level, up to 4 Levels
Cure your Hollow status at Bonfire.	1
Cure your Curse status by Ingward.	1
Covenant "Darkwraith", give Kaathe to get higher covenant rank.	1 each time
Required to increase level of Covenant "Chaos Servant".	1 each time
The Humanity you have will change the item discovery rate and Curse resistance.	Humanity 1-30 changes the rate
The Humanity you have changes the attack power of Chaos weapons and Sorcery.	Humanity 1-10 changes the value

Gaining Humanity

Method	Amount Gained
Use "Humanity" item.	1
Use "Twin Humanities" item.	2
Kill NPC (some drop "Humanity" or "Twin Humanities").	Depends on NPC
Buy Humanity (From Undead Merchant (female) or Patches).	Depends on shop
Defeat enemies (you may acquire Humanity by defeating a normal enemy, as long as you haven't defeated the area boss)*.	Up to 10 in each area
When summoned as a White Phantom, defeat the area boss in co-op.	1
When summoned as a Red Phantom, defeat the opponent.	1
Invade as Phantom, defeat the opponent (Red Eye Orb, Cracked Red Eye Orb).	1
Dropped from defeated summoned opposing Phantom or Invading Phantom.	1
Use the strong attack of "Dark Hand" in PvP against the opponent (also effective for some opposing NPCs).	Depends on your Covenant rank
Collect lost Humanity by examining the Bloodstain after respawning before you die again.	Amount gained is the same as the amount you lost upon dying.

* You may acquire Humanity from following enemies:

Butcher, Infested Ghoul (Blunt), Many NPCs, Pisaca, Small Undead Rat, Large Undead Rat, Giant Undead Rat, Skeleton Baby, Snow Rat

Estus Flasks

Estus Flasks are your primary source of healing, unless you have access to the Heal Miracle [→□ 04]. Using an Estus Flask will leave you vulnerable for a short period of time, so you'll need to create some distance between you and any enemies in the area before using it. At first you'll only be able to carry five Estus Flasks at a time, but as you begin to Kindle Bonfires and revisit ones that have already been Kindled, you'll be able to hold up to 20 at once (if you Kindle a Bonfire three times).

Estus Level	HP Healed
+0	300
+1	400
+2	500
+3	600
+4	650
+5	700
+6	750
+7	800

You can level up your Estus Flask by giving Fire Keeper Souls to any Fire Keeper you may come across. Every time you give them a Fire Keeper Soul your Estus Flask will restore a greater amount of your health when used, as shown in the table here.

Note that once you've used an Estus Flask and the animation begins, you can use multiple Flasks without resetting the animation, allowing you to heal for a large amount at no extra risk.



03



04

Inventory & Equipment

This section explains everything about your inventory and the usage and storing of equipment in Dark Souls. Learning to properly make use of the Quick Inventory Slots should be your first priority when starting out. This is a system that gives you instant access to your most important items during gameplay without having to enter any menus.

Inventory Basics

Your inventory in Dark Souls can get very full once you start picking up lots of items. You can hold up to 1984 items at maximum load (not including key items), but holding this many items makes managing your inventory a time consuming affair. So once you start amassing items it is worth purchasing the Bottomless Box and moving items into it. This lets you clean up your "on board" or personal inventory and makes for much quicker searching.

Keys

When you acquire a key, it will be placed in the key tab in the inventory screen. Keys cannot be dropped and will always remain in your inventory until you complete the game. You can acquire keys from merchants, defeating bosses or by simply finding them on the floor.

Equipment Load

Each weapon or armor you equip will have an effect on your equipment load, based on its weight value. You can see what your total equipment load is on the View Status screen. You can check how each weapon or armor will affect your equipment load by pressing the Stance button and cycling through the items. Your total equip load depends on your Endurance level [→□ 01]. Your character will maneuver differently depending on how much you have filled your Equipment Load.

If your Equip Load is under 25% of your total equip load, you will be able to roll much faster and further, and your Stamina will also regenerate at its highest rate. If your equip load is over 25% but under 50% then you will roll and recover slightly slower than if your equip load was under 25%. Having an equip load that is higher than 50% will slow your rolling animation by a huge amount, you will take longer to get back up when knocked down, giving the enemy a chance to attack you. Your Stamina will also regenerate more slowly. Having an equip load that exceeds 100% of your total equip load will make your character extremely sluggish; you will not be able to run, sprint or roll at all and your Stamina will regenerate much more slowly.

Equip Load Proportion	Result
0	Fastest possible movement
0.25	Slightly slower movement
0.5	All movements are slow
1	Sprinting, dashing, backstepping or rolling are no longer possible

Endurance	Equip Load
1	35.0
2	36.0
3	37.0
4	38.0
5	39.0
6	40.0
7	41.0
8	42.0
9	43.0
10	44.0
11	45.0
12	46.0
13	47.0
14	48.0
15	49.0
16	50.0
17	51.0

Endurance	Equip Load
18	52.0
19	53.0
20	54.0
21	55.0
22	56.0
23	57.0
24	58.0
25	59.0
26	60.0
27	61.0
28	62.0
29	63.0
30	64.0
31	65.0
32	66.0
33	67.0
34	68.0

Endurance	Equip Load
35	69.0
36	70.0
37	71.0
38	72.0
39	73.0
40	74.0
41	75.0
42	76.0
43	77.0
44	78.0
45	79.0
46	80.0
47	81.0
48	82.0
49	83.0
50	84.0
51	85.0

Endurance	Equip Load
52	86.0
53	87.0
54	88.0
55	89.0
56	90.0
57	91.0
58	92.0
59	93.0
60	94.0
61	95.0
62	96.0
63	97.0
64	98.0
65	99.0
66	100.0
67	101.0
68	102.0

Endurance	Equip Load
69	103.0
70	104.0
71	105.0
72	106.0
73	107.0
74	108.0
75	109.0
76	110.0
77	111.0
78	112.0
79	113.0
80	114.0
81	115.0
82	116.0
83	117.0
84	118.0
85	119.0

Endurance	Equip Load
86	120.0
87	121.0
88	122.0
89	123.0
90	124.0
91	125.0
92	126.0
93	127.0
94	128.0
95	129.0
96	130.0
97	131.0
98	132.0
99	133.0

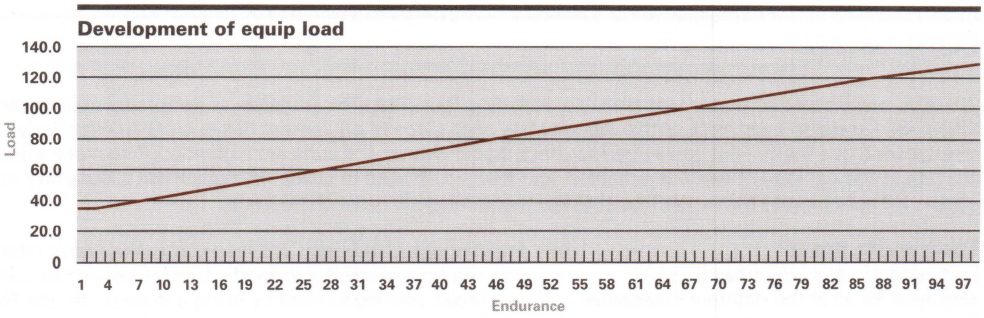


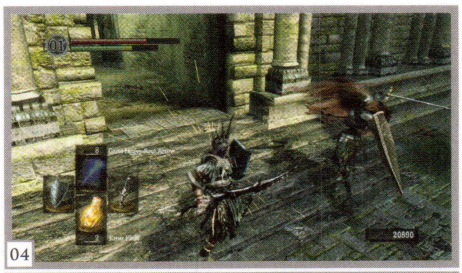
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As you can see in the graph here, Equip Load has a very stable growth curve, so you'll be increasing it noticeably right up until the point where you've maxed your Endurance out. Slowing your character down to take advantage of your full Equip Load is not necessarily a bad thing, as wearing heavier armor will increase your defense, allowing you to take more hits, and wielding heavier weapons will allow you to deal more damage [→☐ 02]. Choose the level of Equip Load that bests suits your style of play, and remember that you can increase your total equip load by equipping Havel's Ring.





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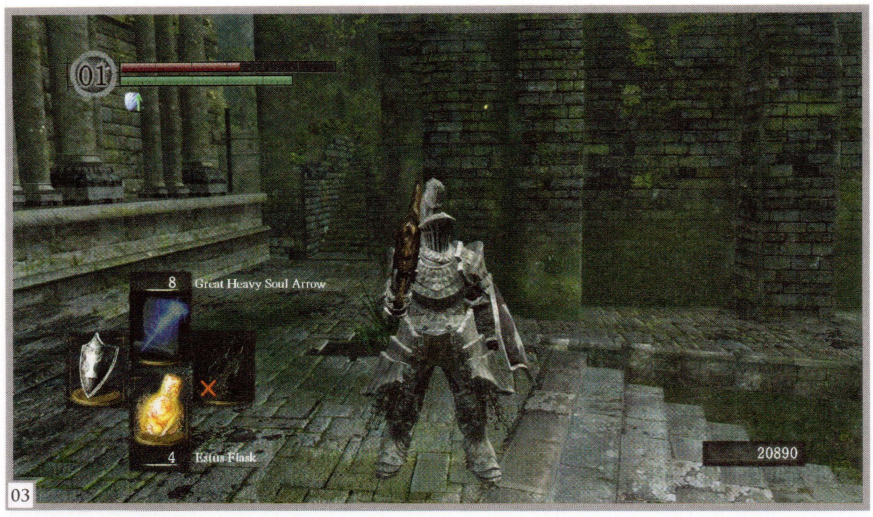


05

Prerequisite Stats

You will often find equipment that you won't be able to use until you have reached a minimum attribute level in a particular stat. By going through your inventory and pressing the Use button on the item you want, you will see a ReqParam section. Under this section you will see what is required for you to be able to use this item. The four attributes are: Strength, Dexterity, Intelligence and Faith.

You will still be able to equip the item even if your attribute level is too low, but you will not be able to use it efficiently. You will see a message on the screen alerting you of the penalties that will be imposed. The item will also have a red X over its icon reminding you of this fact. [→☐ 03]



03

Quick Inventory Slots

You can change the items that you have equipped in your Quick Inventory Slots at any time. To change an item, press the Start button and select the change equipment option. From here you can change the five items that are currently equipped in each slot by selecting a slot and choosing the weapon, armor or item you want from your available list.

Right Hand Slot

You are able to equip up to two weapons in your Right Hand Slot. You can switch the weapons by pressing Right on the directional pad, and can change which weapons you have equipped by pressing Start and selecting the "change equipment" option. Press R1/RB to do a normal attack and R2/RT to do a strong attack.

Left Hand Slot

You are able to equip another two weapons onto your Left Hand Slot, and can switch these weapons by pressing Left on the directional pad. You will most likely be equipping a shield on your left hand in order to block enemy attacks [→☐ 04]. Press L1/LB to block and L2/LT to parry. If you have a Greatshield equipped, you will use a shield bash attack instead of parrying.

A weapon equipped to your left hand will behave differently, depending on the specific weapon. You will either hold it up to block enemy attacks or you'll be able to attack with it, essentially dual wielding offensive weapons. To equip and change which weapons are in the Left Hand Slot, press Start and select the change equipment option.

Items Slot

You will be able to select five items that you currently have in your inventory and set them to the Items Slot for easy access during gameplay. Once it's in the Items Slot, simply press the Use button [→☐ 05]. Pressing down on the directional pad will allow to you to cycle through the items you have available, and the next item you have set will be equipped.

Note: If you press the Use button while you don't have an item equipped, or try to use a non-useable item, your character will shrug. This means it won't work and is not allowed.

Magic Slot

The Magic Slot lets you use any spells that you have equipped in the same way as with items; you can cycle through your equipped spells by pressing Up on the directional pad. To use a spell you must equip the correct spell-casting weapon and then press the L1/LB or R1/RB button depending on which hand you have equipped your magic weapon in. To cast a Sorcery spell you must have a Catalyst equipped, to cast a Miracle you must have a Talisman equipped, and to cast a Pyromancy spell you must have a Pyromancy Flame equipped. You can change which spell you have equipped by using a Bonfire and selecting the Attune Magic option.

Equipment

You have many types of equipment available, including four different categories of armor and equippable Rings. You'll need to keep track of the various stats each piece of equipment has in order to effectively maintain and use them. First you'll need to check if your character's stats are high enough to make effective use of the equipment without penalties, and then you'll need to check the equipment's Durability to ensure it's not about to break. We'll go through these things in more detail here.

Equipment Stats

Each weapon and armor has its stats displayed for all of the different categories. By looking at these numbers and how they affect your personal stats (as seen by pressing the Stance button on the equip screen [→□ 01]) you can determine whether the item is worth equipping or not. A red number means a decrease from the currently equipped item. A blue number means an increase from the currently equipped item. You may think that an item with a lot of blue numbers is worth equipping, but remember that you may not prefer that weapon or style of play, so a lot is down to your personal preference.

Parameter Bonuses

You can gain attack bonuses on your weapon based on your attribute levels in various stats. By increasing the specified attribute, you will gain a further increase to your weapon's power. If you press the Use button on the selected weapon, you will see a ParamBonus menu [→□ 02]. This will list the four attributes and their current bonus based on a grade. In ascending order, the grades are E, D, C, B, A, S. The higher the grade, the higher the rate of the attack bonus will be. So you will still be able to do high damage with a weapon if your Strength attribute is low and your Faith attribute is high, by equipping a weapon with a high grade in the Faith attribute.

Equipment Durability

Your equipment loses durability as you wield it or take damage. If the durability runs out completely, the item will break. A broken weapon will do very little damage and a broken shield and armor will no longer work. The second to last icon displayed for each weapon or armor is the Durability.

Pressing the Use button will take you to the item's information screen, and from here you can see how much Durability the item currently has compared to its maximum amount. You can repair your equipment by using a Blacksmith, the Repair Sorcery spell, or if you have the Repair Box, you can repair your items when using a Bonfire. Note that Crystal weapons cannot be repaired.

Right Hand vs Left Hand

It is almost always best to equip a weapon in your right hand and a shield in your left. This setup allows you to switch between offence and defense with ease. Although you can equip the items the other way around, this can lead to having more difficulty in combat, since you'll be attacking with your shield and blocking with your weapon. Depending on the weapon you have equipped on your left hand, you may also lose your ability to parry, so it is highly recommended to equip a shield on your left hand and a weapon on your right.

Armor

You can equip four pieces of armor: a helmet, a chest piece, a pair of gauntlets and a pair of boots [→□ 03]. These will affect your Equip Load, so pay attention to how much each piece weighs. To equip and change armor, press Start and select the change equipment option. Try to keep one item equipped of each type of armor if possible in order to be as well defended as possible. Sometimes you'll notice that equipping a particular piece of armor slows your character down, which means it's bringing you above your Equip Load threshold. In this case it may be worth swapping this piece for a different one, or simply leaving that armor slot empty.



01



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04



05

Rings
You are able to equip two Rings into the Ring Slots of your character. These Rings will grant your character additional stat bonuses or abilities when they are equipped. Rings will not count towards your equip load, so you won't have to worry about this. If you have more than two Rings, you should try to choose which two benefit you the most and equip those. [→□ 04]

Arrows
You are able to equip two different types of arrows for use with your Bow. With your Bow equipped, press the L2/LT or R2/RT button to cycle between the arrows. To equip and change arrows, press Start and select the change equipment option.

Bolts
You can equip two different types of bolts for use with any Crossbow. With your Crossbow equipped, press the L2/LT or R2/RT button to cycle between the bolts. To equip and change bolts, press Start and select the change equipment option.

Trading Items

You can't sell your items in Dark Souls directly, but if you want to exchange them in order to free up inventory space you'll have a couple of opportunities to do so throughout the game.

Kingseeker Frampt
Kingseeker Frampt appears in the Firelink Shrine once you've rung the two giant bells in nearby areas. You are able to feed items to Frampt, in exchange for which he'll usually give you some Souls [→□ 05]. You can use this to make room in your inventory while gaining extra Souls in the process. To feed Frampt items, talk to him and select the "feed item" option. You can also feed him pieces of Titanite, and doing this will replace the single piece you had with 5 smaller pieces instead, essentially allowing you to break down your materials into smaller pieces.

Bird Nest
You will be able to trade various items with the Hawk Girl, who takes the form of some eggs in an apparently unguarded nest. She specifically requests items that are "warm and soft", which can help you in identifying the item. You can refer to the Extras chapter for more info on which items you can trade and what you'll get in return.

Understanding Combat

In this section you'll find all of the information you need to get a grasp of the combat in Dark Souls. The combat is simple at heart, but also deep in possibilities. To begin with you'll simply want to focus on defending and staying alive. This means being very patient and not rushing in to attack. Learn about the various elements that affect combat here and keep them in mind when engaging enemies.

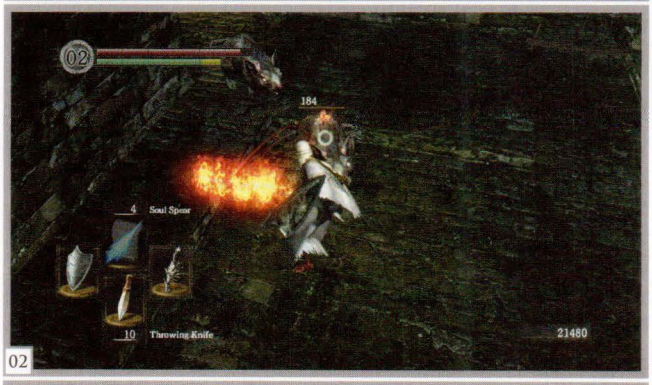
Critical Combat Information

Stamina

Stamina is the energy you consume when doing various actions, and is one of the keys to successful combat in Dark Souls. You will use up Stamina when you attack, block an attack, parry, roll or sprint, so it's extremely important to keep watching your Stamina gauge during combat. Stamina begins to regenerate when you stop doing these tiring actions, so you should always try to retreat and regroup any time your Stamina gets low [→□ 01]. Note that your Stamina recovery rate is lower when you have your shield raised to block, so lower your shield any time you are not in danger. If you run out of Stamina you will not be able to attack or roll, which will obviously give your enemy an advantage, so make certain to always leave some Stamina remaining for emergency use.



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Lock-On in Combat

Clicking in the Right Stick will cause you to lock-on to the nearest enemy. If there are multiple enemies, you can press Left or Right on the Right Stick to switch which enemy you are locked onto. Locking on will make it a lot easier to hit your desired target, and this is especially important against small enemies such as Dogs and Rats. [→□ 02]

You should be careful when using lock-on during combat, especially when fighting in enclosed areas, because your movements when locked on will be drawn to your target's location. This can actually cause you to end up rolling off the edge of a cliff if your target happens to move too close to it, or you may move directly into the path of another enemy's attack. This means you'll need to switch between using lock-on and fighting without it depending on the situation.

Critical Strikes

You will be able to land critical attacks for much higher damage on your enemies depending on your equipped weapon's critical rate. A higher critical stat increases the extra damage that these critical attacks will deal, which can result in huge increases of up to 500% damage. Attacking the enemy at certain points during their attacks or attacking them from behind will greatly increase the chance of a critical attack happening, so this is worth attempting any time you see the enemy using a very slow attack that you can easily interrupt. Killing an enemy with a Critical attack will also grant a 20% bonus to the Souls you'll receive.

Backstab

If you attack an enemy at close range from their back, you will perform a powerful backstab attack [→□ 03]. A backstab attack does a huge amount of damage, so it's always worth trying to do. Even though the animation is lengthy you are completely invulnerable throughout it up until just before the point when you fully recover. Only humanoid enemies can be backstabbed, though even some of these won't allow for it due to their size.

Attack Types

There are four types of physical attacks: Regular, Slash, Strike and Thrust. One enemy may take more damage from Thrust attacks, for example, while receiving less damage from Strike attacks. A weapon may also do more than one type. For example, a weapon's normal attack may be a Slash attack, but its strong attack is a Thrust. Consult the Enemy Guide chapter for specific weaknesses each enemy may have to which type of attack, and then try to use a weapon that takes best advantage of this weakness.

Attack Hitboxes

Each attack in the game, be it yours or the enemy's, has its own unique "hitbox". A hitbox is essentially the area in which the attack is counted as "active", and anything that enters this area will be hit by it. In the case of enemy attacks, this means that some attacks may hit you from further away than it appears they should, while others may allow you to get much closer than you'd think without being struck. This is something you should aim to remember about each attack and take advantage of whenever possible.

The same principle applies to your own attacks. You'll often notice that with larger weapons a horizontal swinging attack can slice through and damage multiple enemies at once if they are grouped close enough together [→□ 04]. You'll need to get used to this and take advantage of it to interrupt entire groups of enemies in order to avoid being swamped by them.

Area of Effect (AOE)
Some weapons have a special "area of effect" attack that will let you easily hit several enemies at once [→□ 05]. Spectacular effects that cover the area around you, or send a wave ahead of you, often accompany these attacks. These effects are a good indication of the attack's range and hitbox, though some will actually cover a much greater area than the visuals might suggest.

Weapon Upgrading
Upgrading your weapons is one the best ways to make yourself more effective in combat. The extra power gained through upgrading weapons as much as possible will make a huge difference in your ability to take down enemies in fewer hits, therefore putting you at less risk in battle.



04

Dealing with Enemies

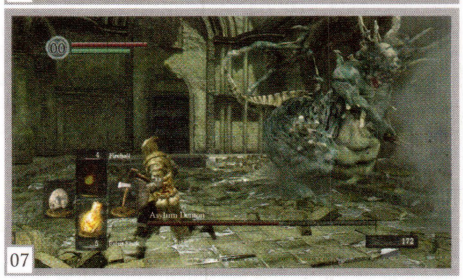
Enemy Attacks
The enemies in Dark Souls can hit you with a variety of attacks. Most of these can be blocked or evaded. Your stats in each defensive category determine how well you can sustain such an attack when blocking. With some attacks, you may find it better or easier to roll under or away from them, as you will consume less Stamina and not leave yourself vulnerable to having your guard broken [→□ 06]. Enemies can make use of the same different attack types as you, and your own armor's defense against Thrusts or Slashes, for example, will determine how much damage you take from each attack.


05

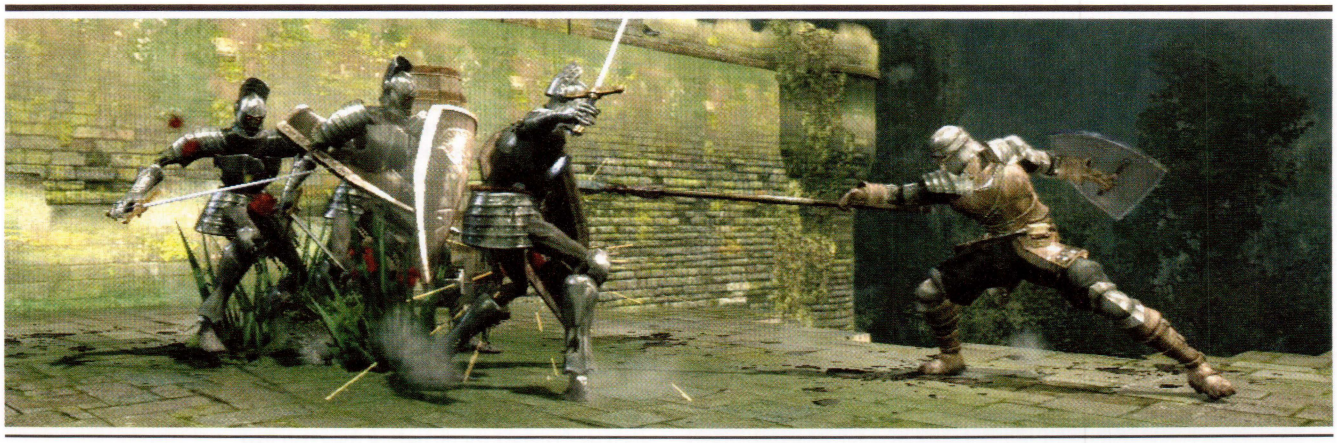
Enemy Evasion
Many enemies will deal with your attacks in different ways. You'll mostly find that enemies with a shield will only try to block your attacks. However, there are some shield-wielding enemies that can parry your attack and counter with a riposte attack of their own. Most enemies have the ability to jump around you, evading your attacks, or very quickly backdash to a position outside of your attack's maximum range. At these times they are highly likely to retaliate with an attack of their own, so be prepared.


06

Enemy Tails
You will find that quite a few of the game's larger enemies and bosses have tails, which they'll often use to attack you. Some of these enemies may have their tails cut off during combat as a result of you continually attacking the tail section. It is recommended to attempt to cut off an enemy's tail any time you think it may be possible, as doing so may result in a weapon being dropped.


07

Boss Battles
A boss is an enemy that is usually much stronger and larger than the average enemies you find throughout the game. Entering a boss battle will trap you in the area, so you will not be able to leave until you defeat or are defeated by the enemy, though you do still have the option to use items and spells that return you to Bonfires. The boss enemy's health will be displayed via the large bar at the bottom of the screen, which also reveals its name. [→□ 07]





Physical Attacks

After attacking the enemy, you will see a number appear on screen, along with the enemy's health bar. The number will inform you how much damage that attack dealt, and you can see how large a chunk it depleted from the enemy's health bar. This allows you to determine roughly how many attacks are needed before you will kill the enemy.

Normal & Strong One-handed Attacks

With a weapon wielded with one hand, you can press R1/RB to use a normal attack and R2/RT to use a strong attack. Each attack has a different animation and will hit various areas depending on the weapon. Strong attacks take longer to complete.

Normal & Strong Two-handed Attacks

With any weapon that can be wielded with two hands, you can press the Stance button to switch into two-handed stance [→□ 01]. You can then press R1/RB to use a normal attack, and R2/RT to use a strong attack, as you normally would, but the attack power will be higher than if you were to wield the weapon with one hand. The attacks will also behave differently than when wielding the weapon with one hand and as such can open new combat possibilities.

Rolling Attack

You can attack after performing a roll by pressing R1/RB as the roll completes. You will then immediately launch into an attack with your equipped weapon. The attack will behave differently than when attacking while standing. This attack is best used to close the distance and surprise the enemy. You cannot, however, perform a strong attack after a roll; your character will just use a strong attack as if you were standing.

Evasive Attack

After pressing the Action button to perform a backstep, you can then instantly press R1/RB to use an immediate evasive strike. This attack is useful after a successful backstep to quickly reclose the gap and take advantage of an enemy's missed attack.



01

Special Normal Attack

By pressing the Left Stick forward together with R1/RB, you will do a special strike. With most weapons this attack will be a kick, however, some weapons will have a different attack.

Special Strong Attack

By pressing the Left Stick forward together with R2/RT, you will do a special strong attack. This will always be a jumping strong attack, which behaves differently depending on the type of weapon you have equipped.

Dual-Wielding Combat

You will be able to fight while wielding two weapons simultaneously if you equip a weapon capable of attacking in the Left Hand Slot, in addition to your regular right hand weapon. This will allow you to combo attacks faster, and deal damage quicker, but you will lose your ability to block effectively, so playing this way is not recommended for beginner players or in areas you're not very familiar with.

Plunging Attacks

If you're on a ledge or rooftop above an enemy you can drop down and press R1/RB as you fall to perform a Plunging Attack. Certain enemies are weak to this type of attack, and against these enemies you'll trigger a special animation once you land on top of them. This will result in a potentially gigantic amount of damage being dealt in a single blow. [→□ 02]

Ranged Weapons

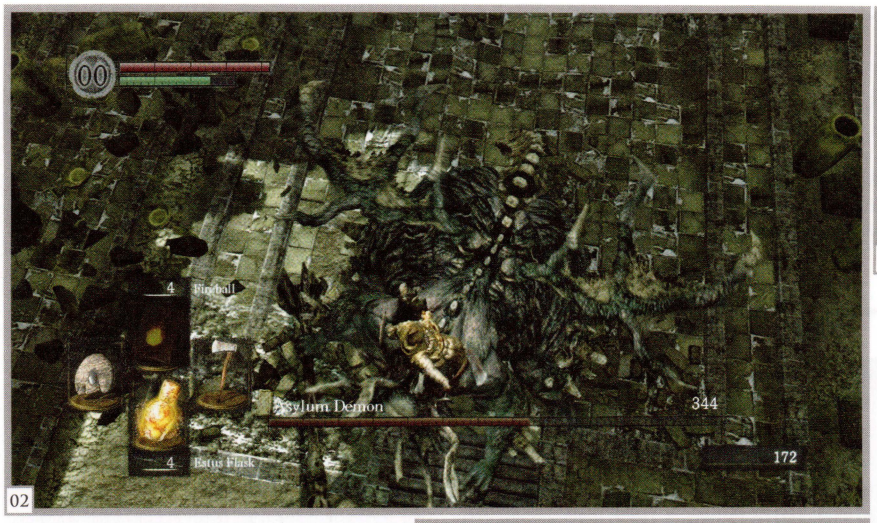
Using a Bow or Crossbow will allow you to damage the enemy from a distance. With a Bow equipped, you can aim in first person view by pressing the L1/LB button while holding the Bow with both hands. This will allow you to finely aim your attacks, which is always worth doing when you have the chance, because landing a headshot will count as a critical hit and deal much greater damage. You cannot aim with crossbows, so relying on the lock-on is your only option. Using ranged attacks to weaken enemies from a distance from which they can't retaliate is always a good idea when the opportunity arises.

Spell effects

Not all spells will deal damage to the enemy. You will sometimes find spells that will support you in many different ways instead of being offensive in nature. There are basic support spells that will increase your defense or temporarily enchant your weapon so that it will cause magic damage. And there are more advanced spells that will evacuate you to the last Bonfire you have used or slow the actions of the enemies in the immediate area. See the Magic & Items chapter for more on using spells.

Sprinting Attack

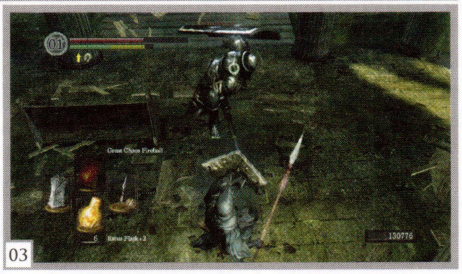
If you hold the Action button whilst moving to sprint, and then press the Attack button just as your sprint comes to and end you'll launch into a powerful sprint attack. This attack is fairly fast and covers ground quickly. This makes it great for attacking enemies that are attempting to retreat. You can use this to attack hard to hit enemies such as Crystal Lizards before they can flee.



02


04

Defending


03

Stamina Consumption

Blocking and parrying attacks will consume Stamina. If you run out of Stamina whilst blocking an attack then your guard will be broken. This will leave you stunned for a moment, giving the enemy an easy opportunity to attack while you are vulnerable. Your shield's Stability stat determines how much Stamina you'll consume when blocking an attack. So it's best to find a shield with the highest Stability you can if you're going to rely on blocking rather than evasion. [→□ 03]

Equipment Dependency

By looking at your shield's information screen, you will be able to see how much it will decrease enemy attack damage by reading the figures under the DmgReduction% section. If the shield only decreases physical attacks by 80, then you will only decrease the enemy's attack damage by 80% when blocking, so you will still take some damage. Finding (or upgrading) a shield that can block 100% of Physical attacks is essential early in the game, as this will let you take your time in combat and block until you see a clear opening to attack.

A shield with 100 in physical but a 40 in lightning will be suitable for blocking physical attacks, but not lightning. Once you get comfortable with the combat, you should begin taking note of what attacks your shield can block, so that you know which attacks to block and which attacks to evade. Remember that you can use a shield with high Stability to consume less Stamina whilst blocking. That will allow you to block some heavier attacks that you wouldn't otherwise be able to risk blocking. Getting a shield with high Stability will balance out having a low Endurance stat, so it's well worth looking for one.

Riposte

After successfully parrying an attack, you can press the R1/RB button to deliver a Riposte attack [→□ 04]. This will greatly damage the enemy and often kill them outright. The window you have in which to press the Attack button will change depending on the shield you're using. Smaller shields will have a larger window in which to press the Attack button, while larger shields usually allow a shorter duration. During the Riposte animation you are completely invulnerable, but there is a brief period just as it ends during which you can be hit by attacks before you recover.

Baiting

You can actually lure enemies into attacking you. Try keeping your shield up for a long time, essentially baiting the enemy into attacking you. If an enemy is constantly guarding against you, attack its shield to try and bait its counterattack; from here you can block or parry the attack. This is a great tactic when fighting an enemy one on one, but should not be used against groups.

Deflection

If you try to parry an enemy's attack and get the timing almost right but not close enough for the parry to work, you will instead only deflect it. You will not be knocked out of the parry animation and you will reduce some of the enemy's attack damage, but you will still be damaged slightly. These attacks are usually heavy ones that you couldn't block anyway. So if you don't have the time to avoid the attack it's worth going for a Parry, as this will allow you to recover quickly from the deflection and begin attacking again.

Evasion

Circle Strafing

Once you've locked onto an enemy, any sideways movement you make will result in your character circle strafing around them. This means you'll be able to avoid their attacks whilst always facing them. If you do this up close to an enemy, you'll have a very good chance of getting around to their back when they use a linear attack, so this should be your primary evasive tactic against single enemies.

Rolling

Rolling is always a good idea to avoid enemy attacks, as you will have a better chance to launch a counterattack while they recover than if you were to block. You can also try to roll past the enemy in order to deliver a Backstab attack. Locking on to an enemy may impair your rolling ability, as it will aim for the enemy's current position most of the time. You are invulnerable for a brief period during a roll, and can take advantage of this to roll through attacks that would normally hit you. If you see an attack coming that you can't block it's always worth attempting a last second roll to try and avoid it.

Block and Evade

If you have trouble dealing with an enemy, you can block an attack and then roll away in order to have time to recuperate. This should always be an option you consider, as it's better to be safe and put some distance between you and the enemy. Waiting to block an attack before you evade will ensure that the enemy has to spend precious time recovering, so you'll be much more likely to get away safely.

Running

It's always worth remembering that you can simply run away from an enemy and then attack it as it's trying to chase you. This is also a useful strategy when you're trying to separate one enemy from the rest of a group, as enemies will follow you determinedly once you've attacked them.

Status Ailments

You can be afflicted by a few different status ailments in the world of Dark Souls. Once you are afflicted, your resistance gauge will appear in the center of the screen. Every time an attack that can cause a status ailment hits you, the resistance gauge for that ailment will build up. Once it reaches its maximum you'll be afflicted by the status effect [→□ 01]. This gauge will then slowly decrease until the status effect wears off or you find a way to cure the effect. You can also afflict these statuses on enemies. They can be a really powerful addition to your offense.



01

Resistances

Endurance	Bleed Resis.
1	10
2	13
3	17
4	20
5	23
6	27
7	30
8	33
9	37
10	40
11	44
12	48
13	52
14	56
15	60
16	63
17	65
18	68
19	71
20	73
21	76
22	79
23	81
24	84
25	87
26	89
27	92
28	95
29	97
30	100
31	101
32	101
33	102
34	103
35	104
36	104
37	105
38	106
39	107
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41	108
42	109
43	109
44	110
45	111
46	112
47	112
48	113
49	114
50	114

Endurance	Bleed Resis.
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89	143
90	143
91	144
92	145
93	146
94	146
95	147
96	148
97	149
98	149
99	150

Resis. Lvl.	Poison Resis.
1	10
2	12
3	14
4	17
5	19
6	21
7	23
8	26
9	28
10	30
11	36
12	42
13	48
14	54
15	60
16	63
17	65
18	68
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23	81
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45	111
46	112
47	112
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49	114
50	114

Resis. Lvl.	Poison Resis.
51	115
52	116
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99	150

Status Buffs

You can gain many status buffs from various spell effects or Rings. These effects can include many beneficial statuses, including increases to your defense, magic defense, attack power, stamina regeneration rate, Equip Load and maximum HP among others. These are indicated by small icons displayed underneath your health gauge.

Status Icons

Icon	Effect
	Attack Up
	Continuous HP regeneration/Increased Stamina regeneration speed
	Defense Up
	Resist Up
	Magic effect up
	Status up due to low HP
	Poise Up
	Drop rate/Acquire Soul Up
	Cover effect
	HP drain effect
	Scapegoat (Ring of the Sacrifice/Rare Ring of the Sacrifice)
	General parameter Up
	Reduce Durablty reduction
	Abyss walk
	Lava walk
	Curse Resist
	Bleed Resist
	Poison Resist
	Toxic Resist

Bleed

Description

Instantly deals Damage as a set % of your max HP

Duration

–

How To Heal

Item: Bloodred Moss Clump
Item: Divine Blessing
Sorcery: Remedy
Other: Use Bonfire

Variations	Resist reduction*	Damage
Weapon: Bandit's Knife/Jagged Ghost Blade/Painting Guardian Sword/Washing Pole/Reinforced Club	30	max HP: 30%
Weapon: Barbed Straight Sword/ Uchigatana/Iaito/Morning Star/Spiked Shield/Notched Whip	33	max HP: 30%
Weapon: Flamberge/Chaos Blade/ Claw/Great Scythe	36	max HP: 30%
Weapon: Priscilla's Dagger	20	max HP: 50%
Weapon: Lifehunt Scythe (to the opponent)	50	max HP: 50%
Weapon: Lifehunt Scythe (to the user)	40	max HP: 50%
Enemy: Skeleton/Undead Attack Dog	30	max HP: 17%
Enemy: Giant Skeleton	33	max HP: 22%
Enemy: Undead Assassin	39	max HP: 32%
Enemy: Undead Merchant (Male)	42	max HP: 42%
Enemy: Serpent Mage	45	max HP: 68%
Enemy: Priscilla the Crossbreed	80	max HP: 60%

*Higher value = higher possibility

Poison

Description

Repeatedly damages HP within a set interval

Duration

180 seconds

How To Heal

Item: Purple Moss Clump
Item: Divine Blessing
Sorcery: Remedy
Other: Use Bonfire

Variations	Resist reduction*	Damage/per X sec
Pyromancy: Poison Mist	20/0.2 s	3/0.8s
Item: Poison Throwing Knife	55	4/1.0s
Item: Rotten Pine Resin	30	3/1.0s
Weapon: Large Club	30	3/1.0s
Weapon: Poison Arrow	60	3/1.0s
Enemy: Large Undead Rat/ Giant Undead Rat	12	4/1.0s
Enemy: Giant Mosquito/ Small Undead Rat	45	9/1.0s
Enemy: Infested Barbarian	55	7/1.0s
Enemy: Tree Lizard	60	10/1.0s
Landscape: Blighttown	3/0.06s	4/1.0s

*Higher value = higher possibility

Toxic

Description

Repeatedly damages HP within a set interval, Slower Stamina regeneration speed

Duration

600 seconds

How To Heal

Item: Blooming Purple Moss Clump
Item: Divine Blessing
Sorcery: Remedy
Other: Use Bonfire

Variations	Resist reduction*	Damage/per X sec
Pyromancy: Toxic Mist	20/0.2s	6/1.0s
Item: Dung Pie	55	7/1.0s
Item: Dung Pie	30	7/1.0s
Weapon: Gravelord Sword	30	5/1.0s
Enemy: Blowdart Sniper	80	14/0.6s
Enemy: Snow Rat	30	5/1.0s
Enemy: Skeleton Baby	30	7/1.0s
Enemy: Undead Dragon	30/1.6-2.0s	7/1.0s
Enemy: Nito	58	8/1.0s
Enemy: Engorged Zombie	150	8/1.0s

*Higher value = higher possibility

Curse

Description

Reduce max HP by half, HP eduction takes effect up to 4 times, Your attacks hit Ghost enemies whilst cursed

Duration

Permanent

How To Heal

Item: Purging Stone
Item: Divine Blessing
Can be healed by Ingward
(Cost: 1 Humanity)
Sorcery: Resist Curse
(only against 2nd to 4th effect)

Variations	Resist reduction*	Effect
Enemy: Basilisk (Curse Breath)	20/0.3s	1st time: max HP reduces to 50% 2nd time: max HP reduces to 25% 3rd time: max HP reduces to 12.5% 4th time: max HP reduces to 6%
Enemy: Basilisk (Jump Spit)	10/1.0s	
Enemy: Seath the Scaleless	2/0.15s	

*Higher value = higher possibility

NPCs

This section will provide an overview of how NPCs work in Dark Souls. The game is filled with mysterious and interesting NPC characters, and there are many different things to do with each of them.

NPC Basics

Any time you find a character in the game that isn't hostile, you should try Pressing the Interact button when you are close to speak to them. You will usually get various options to choose from afterwards, such as purchasing items or spells, and you'll generally have the option to allow you to further speak to the NPC after dealing with them [→□ 02]. You should always listen to what the various NPCs will say. They may offer you tips or request your help, which, if granted, may come back in your favor later on.

Many NPCs in Dark Souls move around the game's world throughout the course of the game, and their exact movements and reactions can be triggered by meeting certain conditions. This is a very complicated system, and it can take many plays through the game to see most of the possibilities it leads to. You should always talk to any NPC you come across in each area and pay attention to their dialog for clues on where they'll be going next.

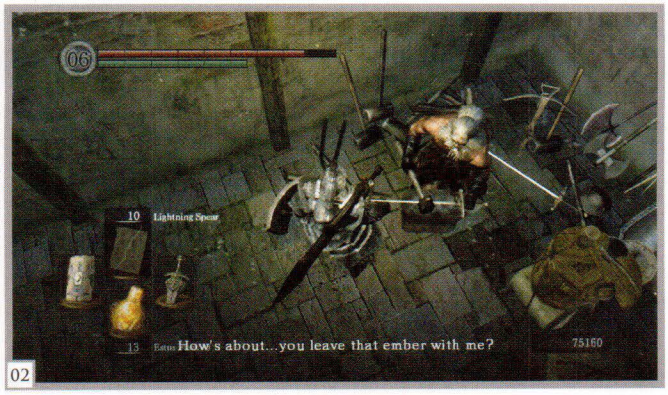
Attacking NPCs

Attacking an NPC multiple times will cause them to turn hostile. A hostile NPC will keep attacking you until you are dead, and will continue to attack you even if you return to their location later on. You must kill the NPC to get them to stop attacking you, as there is no way to calm a hostile NPC. The character will stay dead until you complete the game. There are other reasons friendly NPCs may attack you, even if you never attacked them, such as betraying a covenant.


02



01



02

Covenants

Covenants play a huge part in Dark Souls. These are essentially factions, each with a different objective. You will be able to receive different items and rewards based on which covenant you have decided to join, and if you help them on their quests, they may range from Rings to powerful spells. Refer to the Extras chapter for much more information on Covenants.

Shop Keepers

There are various merchants to be found throughout the world of Dark Souls. These merchants will be able to sell you items, weapons, armor, rings and spells in exchange for Souls [→□ 01]. Each merchant will sell you different items, and sometimes you'll encounter the same merchant in another area, complete with a different range of items in stock.

Blacksmiths

Blacksmiths will help you on your adventure by upgrading your weapons and equipment. You are also able to buy items from them and have them repair your damaged equipment. There are two ways of upgrading your weapons and equipment. The first way is by reinforcement; reinforcing your weapons and armor will increase them by one level, improving some of their stats. You are able to reinforce your own equipment using Bonfires if you possess the weapon and armor smithboxes. The second way is through ascension; ascending your weapon will change its properties, essentially changing it into a different version of the weapon. An example of this would be ascending your Rapier so that it does Fire damage rather than physical, and would then become the Fire Rapier. Weapon ascension can only be done by visiting blacksmiths and requires you have the correct amounts of upgrading materials. The process also has a cost in Souls that is unique to each weapon.

Ember Abilities

You will find Embers throughout the world of Dark Souls. By giving these embers to the right blacksmith, you will unlock new paths for weapon ascension. Each of the four blacksmiths you'll encounter has his own pair of specialties, so you'll need to give him the right ember [→□ 02]. The possible ascension paths are: Crystal, Lightning, Raw, Magic, Enchanted, Divine, Occult, Fire and Chaos. Raw is unlike the others, as it doesn't change the weapon's abilities, only its basic attack power and stats, essentially making it the strongest possible regular version of the weapon.

Summoning NPCs

There are certain places within the game where you can summon an NPC to fight alongside you in battle. Usually this will mean fighting a boss together, and the Summon sign necessary to summon them will be located just before the area where you fight the boss. If you defeat an NPC Phantom, for example, you may have the opportunity to summon him to help with a boss fight in the same area. It's worth summoning them any time you have the chance, because if they manage to survive the battle you may get a medal or other reward from them. Sometimes you'll also have the chance to summon a merchant to a certain place. For more on summoning, see the NPC section in the Extras chapter of this guide.

Online Mode

This section will provide you with all of the details on how the Online Mode in Dark Souls works. Note that the Online Mode will change dramatically as time goes by and players discover new tactics and ways of playing, so what you'll find here is only a primer for surviving and understanding how the various systems work.

Online Basics

You can play with other Dark Souls players all over the world in Online Mode. This can involve up to three players joining another player's world. There can be a maximum of 4 players in one world; one will be the host and the other three may be a combination of friendly allies or invaders. You are only able to summon up to two friendly allies, thus leaving room for one invader. This means that while playing alone you can be invaded by three players, leaving no room for allies.

Playing Co-operatively

When playing in co-op you'll be able to team up with two other players to try and clear an area together. You are only able to summon two other Phantoms, one of which can be an NPC [→□ 03]. To summon other players, you must answer their call signs, which will be displayed on the floor. Move near the call sign and press the Action button to view information about the player that this call sign belongs to, and then select Yes to begin to summon the player. There are conditions that need to be filled before you can summon other players, and they are as follows:

The player who is summoning (the host) must be in Human form.
The Host player must not have yet defeated the boss in the area.
The Level difference between all the players must be within 10 Soul Levels.

There is no "friendly fire", so you will not be able to harm allies with your attacks. The summoned players will not be able to interact with NPCs in your world, as they will only appear as ghosts to them. Summoned players will be unable to use Estus Flasks, Bonfires, or open treasure chests. They will also not be able to traverse white lights until the host has passed through them first.

Success and Defeat

If a summoned player is killed, they will be removed from your game and transported back to their own world without any reward. If the host is killed, all summoned players will be removed from the game and transported back to their own worlds. After defeating the boss, the summoned players will return to their own world and be rewarded with one Humanity on top of all the Souls gained throughout the level. If you have summoned Solaire as a Phantom, then all players will also be rewarded with a Sunlight Medal.

Invading Other Worlds

You are able to invade another player's world with the objective of killing the host. There are many different ways to invade another player's world, each one involving a different method and carrying a different reward for doing so. Great care must be taken when deciding to invade another player's game, as they may have friendly allies fighting by their side. These allies will be sure to try to kill and distract you as you try to take out the host, making your chances of success very slim You will not be able to attack the enemies in the host's world or interact with NPC's.

Being Invaded

As you play Dark Souls, you may be invaded by another player who will be around the same soul level as you [→□ 04]. These intruders are tasked with the objective of killing you. For you to be invaded, certain conditions must be fulfilled:

You must be in human form.
You must have not yet defeated the boss of the area yet.
You must kill the invader to send them back to their own world. Alternatively, if you enter the boss room, the invader will have failed in killing you and will be sent back to their own world as they cannot enter the boss area. You cannot be invaded by the same player for 30 minutes after being invaded.



03

If you would like to play Dark Souls without being invaded, you can do this by playing the game in hallow form or by starting the game in Offline Mode, which can be achieved by signing out of the PlayStation Network or Xbox Live.

Online Systems

There are a few systems within the game that are designed to make online play more interesting, and we'll cover these here briefly.

Sin

Acquiring Sin will result in a player being entered into the Book of the Guilty, allowing them to face the wrath of followers of the Darkmoon Blade covenant. Players gain sin by receiving indictments after invading another player's world and killing them. You can request absolution from Oswald of Carim, which will remove all the Sin you have gained, for a price. The following is a simple breakdown of the conditions for acquiring and losing Sin:

Another player uses an Indictment against you: + 1
You betray an ally: +1
You are defeated by other player who invaded with a Blue Eye Orb: -1
Oswald of Carim: Cleansing your Sin to 0
The cost of Cleansing is calculated by your current Sin value x 2000 Souls

Indictments

If you have this item in your inventory and are killed by intruders who have used certain methods of invasions, you will be able to indict the player. This results in that player being entered into the Book of the Guilty.

Covenants

The Covenants in Dark Souls play a large role in the online multiplayer mode. You will be able to invade other players using methods that are exclusive to a particular Covenant to gain a reward that you can then offer to the covenant, increasing your rank within it. For a full explanation on Covenants, please refer to the NPCs of Dark Souls section of this chapter.



04

Gestures

You are able to use Gestures to communicate with other players online. To do this, access the Gesture menu by pressing the Select/Back button. From here you will see your seven equipped Gestures that you are able to use; you can press the Stance button to change the equipped Gestures, selecting from a list of all your unlocked Gestures.



Online Gameplay Items

White Sign Soapstone

How to Acquire You receive this item by talking to Solaire of Astora in the Undead Burg.

This item will allow you to place a call sign on the floor so that another player may summon you into their world. You may only place the sign at the beginning of the area or just outside of the boss room; the item will be unusable anywhere else. After placing this sign, you must wait for another player to answer the sign and summon you.

It may take some time for another player to answer the sign as they must be around the same Soul Level as you to see the sign. If you are not being summoned after some time, try placing the sign in a different stage. Once your call has been answered, you will be transported to the summoner's world to fight by their side.

Orange Guidance Soapstone

How to Acquire You can purchase this item from the Undead Merchant (male) in the Undead Burg or find it as a drop.

This item will allow you to write messages that other players may read. You will also be able to use this item to rate other player's messages. Upon using this item you'll see a list of pre-written messages that you may choose from. After finishing writing the message, other players will see your sign in the area you have left it. Messages can be placed anywhere. Other players will then be able to rate your message should they wish, which will make them last longer within the online world. Getting your message rated highly will also change the icon above it. There are five levels of icons possible for messages, in the table here.

1. Undead
2. Solaire
3. Lady of Darkmoon
4. Domnhall
5. Frampt

Red Sign Soapstone

How to Acquire This item is found in the Painted World of Ariamis.

This item will allow you to invade another player's world via a soul sign. Using this item will place a soul sign onto the floor and another player must accept it to summon you into their world to fight.

If you have successfully been summoned into another player's world and defeat them, you will be sent back to your own world and will be rewarded with one Humanity. If you are the person who summoned the invader and have managed to defeat them, the invader will be sent back into their own world and leave a Bloodstain. Touch the Bloodstain to be awarded with one Humanity. The host is able to summon up to three invaders should they wish, and invaders will be able to damage fellow invaders.

Cracked Eye Orb

How to Acquire This item is finite and may be purchased off Darkstalker Kaathe or found throughout the world.

This item will allow you to invade another player's world by force. Using this item will scan the players available in the area and then transport you to a suitable match. Once you have been transported to another player's world, you must look for them and defeat them. If you're successful, you will be transported back to your own world and will be rewarded with one Humanity. If you are the person who has been invaded via this method, defeating the invader will send them back to their own world and leave a Bloodstain. Again, redeem the Bloodstain to be awarded with one Humanity. The host may report the invader for an indictment upon death if they have invaded using this method.

Red Eye Orb

How to Acquire You receive this item after ranking up once with the Darkwraith covenant, you may only use this item as long as you are part of the covenant.

This item works the exact same way as the Cracked Eye Orb, the difference is that the host will not be alerted that they have been invaded, allowing the intruder to gain an advantage. This item can be used as many times unlike the Cracked version. Like with the Cracked version, if the host is killed, they may report the invader for an indictment.

Blue Eye Orb

How to Acquire This item is gained by joining the Darkmoon Blade covenant and can be used as long as you're still part of the covenant.

Using this item will invade a player who is in the Book of the Guilty. The host will not be alerted to the invasion, allowing the invader to gain an advantage. If the host is killed, the invader will be transported back to their own world and will receive a Souvenir of Reprisal as a reward. If, however, the host successfully kills the invader, they will be rewarded with Souls.

Dragon Eye

How to Acquire This item is gained upon joining the Path to the Dragon covenant and may only be used if you're part of the covenant.

You may be able to acquire Dragon Scales from other players by using this item. When this item is used, a sign will be placed on the floor, and if a player has a Dragon Scale and is within the same soul level as you are they will be able to see the sign and answer the call.

You will then be transported to the other player's world. This will be a fight to the death between the two players with the victor being awarded with a Dragon Scale. If the host is killed, they may report the invader for an indictment if they have the item in their inventory.

Eye of Death

How to Acquire This item can be purchased of Patches or found throughout the world but you must be part of Gravelord Servant covenant to be able to use it.

This item can only be used if you're in Human form. Using this item will shroud yourself in a dark mist, and as you play the game, a sign will appear in another player's world. If they answer the sign, they will be transported to your world as an invader. This will be a fight between the two of you, with the winner gaining an Eye of Death item. The Eye of Death will spread misery to another player's world, causing additional and stronger enemies to appear in their world. They must answer the sign to warp to the item user's world and defeat the host to break the effect. This effect can target players even if they are in Hollow form.

Black Separation Crystal

How to Acquire This item will be in your inventory when you start a new game.

If you have entered a player's world as an ally, you may use the Black Separation Crystal to warp back into your own world without a penalty. A host can also use this item to banish an invader back to their own world.

Book of the guilty

How to Acquire This item can be purchased of Oswald in the Undead Parish.

Using this item will bring a list of players who have gained Sin, listing them in descending order. After the player information has been retrieved, you can select a certain player and receive information on the Level attributes they possess and what items and spells they have equipped.

Indictment

How to Acquire This item can be purchased of Oswald in the Undead Parish.

If you are holding this item and are killed by an intruder, you will have a chance to report the crime of the intruder. This will increase the number of Sin they have gained by one and enter them into the Book of the Guilty.

Servant Roster

How to Acquire This item can be purchased from Pyromancer Eingyi, the servant to the Daughter of Chaos.

The servant roster will allow you to view all the players who are members of the Chaos servant covenant.

Darkmoon Blade Covenant Ring

How to Acquire This ring is gained by joining the Darkmoon Blade covenant.

This Ring can be equipped, and if there are players who are at a similar Soul Level to you, you will be summoned into their world even if you are not in Anor Londo. The host will not receive a message warning them of an invader, thus giving the intruder an advantage. If the invader successfully kills the host, they will be sent back and will be rewarded with a Souvenir of Reprisal. If the host manages to kill the invader, however, they will receive Souls as a reward. You must be part of the Darkmoon Blade covenant for the Ring's effect to occur.

Cat Covenant Ring

How to Acquire This ring is gained by joining the Forest Hunter covenant.

With this Ring equipped, if there are players who are at a similar soul level to you, you will be summoned into their world even if you are not in the Darkroot Garden. If the invader successfully kills the host, they will be sent back and will be rewarded with a Soul bonus. If the host manages to kill the invader, they will receive Souls as a reward. If the host is killed, they may report the invader for an indictment if they have the item in their inventory. You must be part of Forest Hunter covenant for the Ring's effect to occur.



Online Combat Tips

Many of the tactics you have used to defeat the monsters of Dark Souls can be used for the online multiplayer. Be sure to never swing wildly and always leave some stamina remaining, so you may deal with the other player's attacks defensively.

Keep an eye on your surroundings, you don't want to be luring extra enemies to your location, or end up rolling off a ledge.

Don't leave your back exposed; you don't want to get backstabbed.

Keep an eye on the opponent's movement speed and their equipment. If they are unable to roll as fast as you, use that to your advantage by attacking them as they take longer to get back up.

The Dark Wood Grain ring is very useful for online play as the rolling speed and recovery time is extremely fast.

The Host

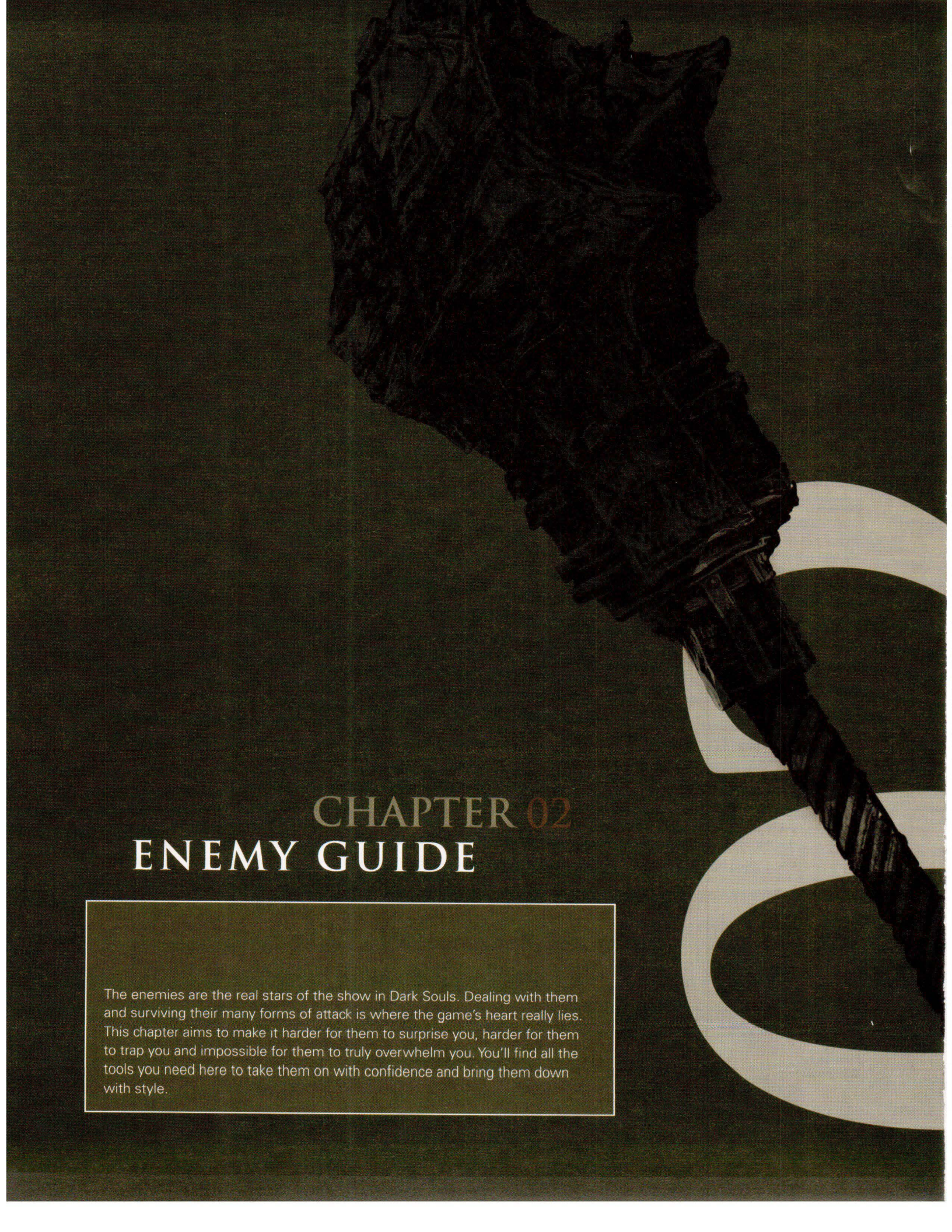
Remember you can summon players as friendly allies, so if you see summon signs be sure to answer them. Not only will this give you two extra allies but it will only allow room for one invader, dramatically increasing your odds of victory.

If you have been warned that an invader is on their way, try and find passageways that can only be entered from one place and then hide, aiming to ambush the enemy as they pass by.

The Invader

The enemies in the host's world will not be able to attack you. Be sure to use this to your advantage by hiding behind the enemy so the host will have to lure them out to get to you, and then ambush them as they are being surrounded by the enemies.

The chameleon spell will help you to ambush your opponent, as it will leave you disguised. This will be very effective if you have invaded the player via a method that doesn't warn them of the invasion.



CHAPTER 02
ENEMY GUIDE

The enemies are the real stars of the show in Dark Souls. Dealing with them and surviving their many forms of attack is where the game's heart really lies. This chapter aims to make it harder for them to surprise you, harder for them to trap you and impossible for them to truly overwhelm you. You'll find all the tools you need here to take them on with confidence and bring them down with style.





How to Use This Chapter

This chapter is designed as a reference for fighting against all of the different enemies in Dark Souls. There is a great deal of data to inspect and a staggering amount attacks to read about, so it will serve you well to peruse this short section before looking up an enemy to make sure you understand what all of this information actually means.

Area Order

The enemies covered in this chapter are listed by area, and appear according to the area they first appear in. So if you're having trouble with the Undead Attack Dogs in the Undead Burg, simply head to the Undead Burg pages to find the help you're looking for.

Enemy Data Legend

The data presented here for each enemy will reveal a lot about the best ways to tackle them. To make sure every element of the way the information is presented is clear we'll go through exactly what each item means.

Enemy Data

HP	80	Souls	20	Respawn	YES	Abilities	None

Undead Parish	**HP**	96	**Souls**	20	**Respawn**	YES
Depths	**HP**	112	**Souls**	30	**Respawn**	YES

HP
This is the enemy's Hit Points, or health. It is listed by area, so that you know how much HP the enemy has in the area you're currently encountering it.

Souls
This is the amount of Souls the enemy will leave behind when killed. Again, this is listed by area so that you can see the number of Souls the version of the enemy in your current area will drop.

Respawn
This column informs you if the enemy will respawn when you rest at a Bonfire. As with previous entries, this is shown on a per area basis in cases where an enemy respawns in one area but not in another.

Abilities
This entry details any special abilities the enemy may have, such as healing with an Estus Flask when their health begins to get low.

Enemy Attacks

Attack	Damage	Attack Type	Parry	Tracking	Speed
Bite	89 (PHY)	Normal	No	Both	Fast
Head Butt	134 (PHY)	Strike	No	Both	Fast
Scratch	95 (PHY)	Normal	No	Both	Fast

Damage
This column shows you the damage value of the attack being described and they type of damage it deal. This number will give you a good idea of how strong the attack is and what you can do to defend against it. It won't reveal the actual amount of damage the attack always deals, as this is determined by your equipped armor and weapon among other things.

Damage Type
The damage type column shows you what type of attack it is.

Parry
This column simply tells you if the attack can be parried.

Tracking
This column reveals the directions in which the attack will track you.

Speed
This column gives you an idea of the attack's speed.

Enemy Drops

The enemy drop information can be found near its name and will list all of the items the enemy or group of enemies can drop once killed. In the case of enemies that are covered as a group, the drops for each type within the group will be shown under the type's name in bold. Sometimes an enemy may drop a different item when you encounter it a second time later in the game, and in these cases the item in question will be listed under the name of the area where this version of the enemy appears, again shown in bold.

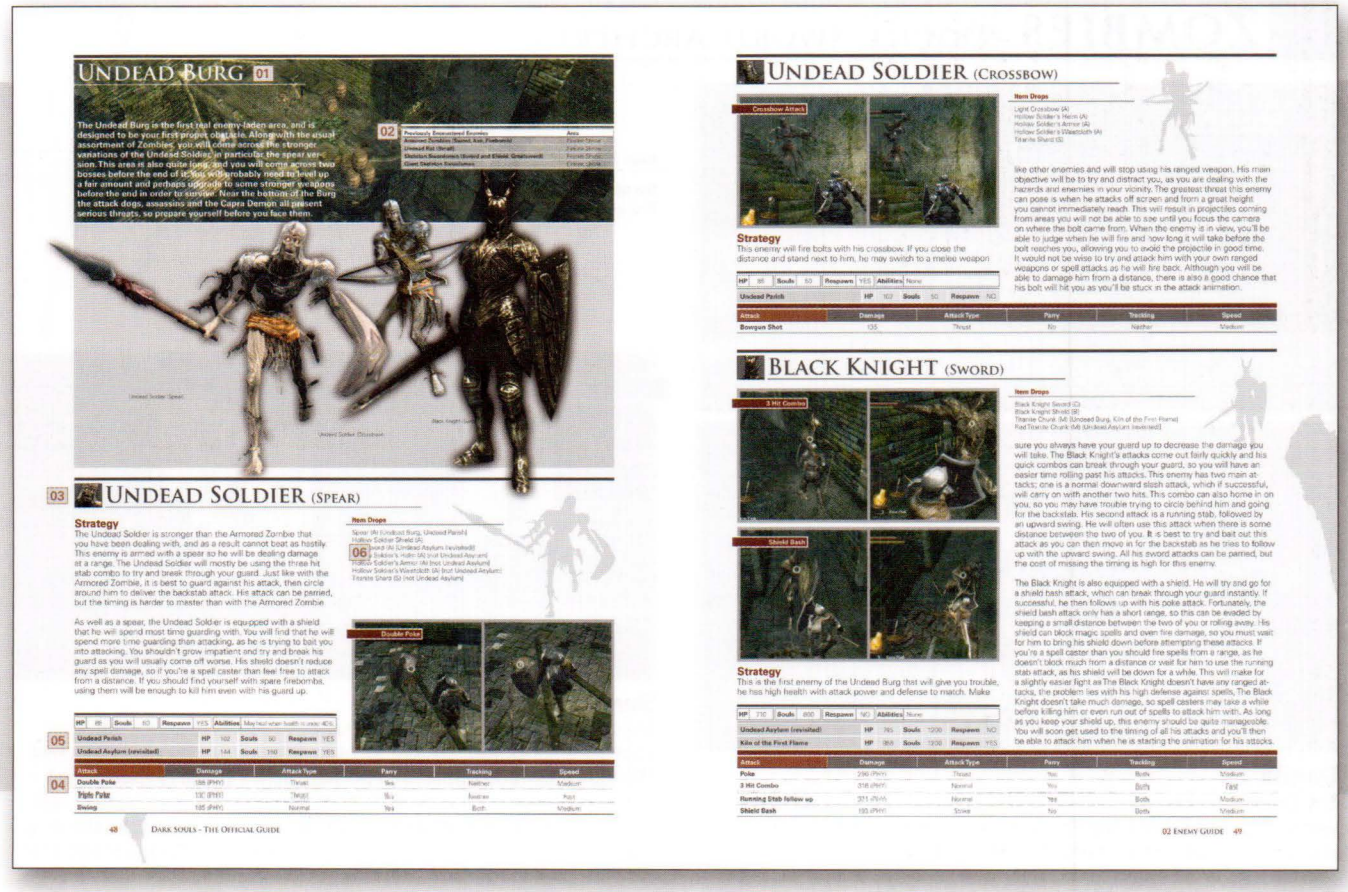
M	E	D	C	B	A	S
Guaranteed Drop	Common Drop	Semi Common Drop	Semi Rare Drop	Quite Rare Drop	Rare Drop	Very Rare Drop

Page Example

We'll use the example page here to explain clearly what each element of the chapter actually means and how best to use it.

01 Area Name
This is the name of the area currently being covered. This name will appear on screen every time you enter the area, regardless of where you enter it. When you see this name appear on screen you know you've crossed the boundary into the new area, and if you check the map you can work out which entrance you've used to get there by looking for the name of the area you came from.

02 Previously Encountered Enemies
This list shows you at a glance the names of all enemies that appear within the current area but have already been covered in a previous area. To read the full strategy for one the enemies in this list, simply go to the page for the first area listed after its name.



03 Enemy Name
This is the name of the enemy or group of enemies being covered.

04 Enemy Attacks
The enemy's attacks are listed here. Each one is shown in screenshots and the best way to deal with it is described in the accompanying text.

05 Enemy Data
Here you'll find the enemy's stats and the data for their attacks. These tables are explained in full in the Enemy Data Legend section immediately follow this one.

06 Drops
The items the enemy can drop are all listed here. The information following the enemy's name will include the drop rarity. It will also list the area the drop occurs in, but only in cases where an enemy drops different item when it appears in a different area.

Enemy NPCs

Some enemies covered in this chapter are actually considered NPCs, though you can't interact with them like regular NPCs. All such NPCs have the same basic attacks, but some may have powerful Spells or Rings equipped, so for NPC type we've included their equipment data instead of the usual attack data.

Undead Asylum

The Undead Asylum is essentially a tutorial area, sparsely populated with enemies and easy to make your way through. Since you are just starting, you will only be able to use your class' starting equipment, which you will find dotted around the area. The enemies are all of the Zombie-type, the easiest and most basic enemy, and the boss, the Asylum Demon, is just designed to get you used to fighting a larger enemy and learn to avoid its attacks. The environment also allows for you to make use of the diving attack from higher ground. This is a powerful tool you should look to use whenever possible.

Previously Encountered Enemies	First Encountered
None	None

Zombies (Docile, Sword, Archer)





Item Drops

Sword	Archer
Broken Straight Sword (A)	Short Bow (A)



Docile

The Docile Zombie will pay no attention to you, as their attention will be focused elsewhere. Thiey usually won't even turn to face you, so you'll be able to perform a Backstab very easily. Once attacked, the Docile Zombie will become aggressive and turn into the Sword variant, so it's best to kill them before they have the chance to strike back.

HP	69	Souls	20	Respawn	YES	Abilities	None

Undead Burg	**HP**	88	**Souls**	20	**Respawn**	YES
Undead Parish	**HP**	105	**Souls**	20	**Respawn**	YES
Depths	**HP**	123	**Souls**	50	**Respawn**	YES
Painted World of Ariamis	**HP**	220	**Souls**	150	**Respawn**	YES
Undead Asylum (revisited)	**HP**	149	**Souls**	100	**Respawn**	NO

Sword

The Sword-wielding Zombie will usually rush in to attack you as soon as it spots you. Luckily, all of its attacks can be easily blocked. The Quick Barrage attack is important, as it's the only multiple-hit attack they use. If your Class has a shield that's not strong enough to properly block the attack then you'll need to rely on backstepping against it, due to the its tracking. If, however, you have a shield that can fully block the attack and stagger the Zombie, then you can easily move around to its back for a Backstab. Because of this, the Sword Zombies will only pose a real threat if they attack in groups, so you must kill them before they have a chance to attack together.

Archer

As you'd expect, Archers will shoot arrows from a distance. These can be blocked rather easily or avoided by simply moving out of their path. It's best to move towards the Archer with your shield raised, though you can roll through the arrows if you want to advance more quickly. Once you get close, the Archer will go down in a few slashes from most weapons.

Attack	Damage	Attack Type	Parry	Tracking	Speed
Stab Attack	108 (PHY)	Normal	Yes	Left	Medium
Two Handed Sword Slash	152 (PHY)	Normal	Yes	Neither	Slow
Running Slash	100 (PHY)	Normal	Yes	Both	Fast
Quick Barrage*	85 (PHY)	Normal	Yes	Neither	Fast
Arrow Attack (Archer)	85 (PHY)	Thrust	No	Neither	Medium

*6 hit Combo



Undead Soldier (Sword)



HP	102	Souls	50	Respawn	YES	Abilities	May heal when health is under 40%

Firelink Shrine	HP	85	Souls	50	Respawn	YES
Undead Burg	HP	85	Souls	50	Respawn	YES
Undead Parish	HP	102	Souls	50	Respawn	YES
Undead Asylum (revisited)	HP	144	Souls	150	Respawn	YES

Item Drops

Longsword (A)
Hollow Soldier Shield (A)

Strategy

This is the first enemy you'll encounter that has a shield. They'll use it for attacking with a Shield Bash (which you can either backstep or guard), and for blocking and parrying. This means you'll need to hold back against them, and wait for them to initiate. Most of their attacks can only be used when they are close to you, with the exception of the Running Stab attack, which they'll use if there is a small gap between the two of you. This means you should always defend when closing the distance, and once close, circle strafe until you block an attack and then use either a Backstab or a series of regular attacks.

Spell casters can easily take down these enemies from a distance before they can reach you, but you'll still need to be careful, as the Running Stab attack can hit you when you're in between casting spells. The Undead Soldier is easy to take down in an open area, but they'll often attack from outside your field of view, or ambush you from around corners, so you must be on your guard at all times when these enemies are in the area.

Attack	Damage	Attack Type	Parry	Tracking	Speed
Sword Swing	172 (PHY)	Normal	Yes	Both	Slow
Shield Bash	157 (PHY)	Normal	No	Left	Slow
Slow Poke	180 (PHY)	Thrust	Yes	Neither	Slow
Double Stab	167 (PHY)	Thrust	Yes	Left	Fast
Running Stab	195 (PHY)	Thrust	Yes	Neither	Medium

Boss – Asylum Demon

Item Drops

Big Pilgrim's Key (M)
Demon's Great Hammer (M)

09_001

Attacks



Hammer Drive The Hammer Drive is a pinpoint attack that the Asylum Demon uses when you are standing right in front of him. Impossible to guard, it has both poor range and tracking, so simply move out of the way when you see the Demon raise his hammer vertically.



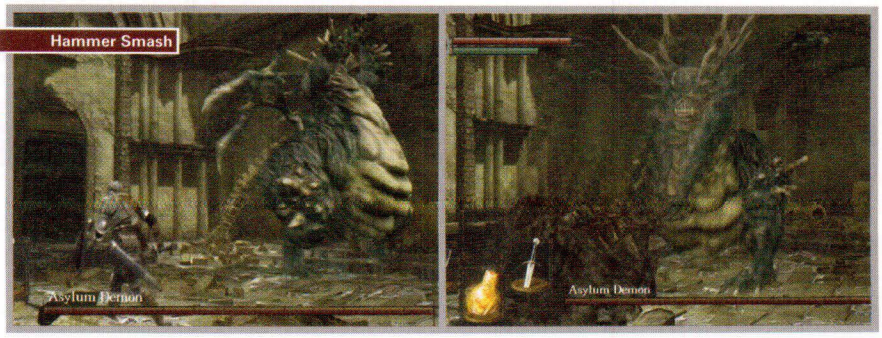
Butt Slam A powerful attack, when you are too close the Asylum Demon will fly up slowly and proceed to slam down into the ground. This attack has an Area of Effect that covers a decent radius around the Demon. Due to the slow nature of the attack, however, it's still very easy get clear of its range in time to avoid it. The long recovery afterwards offers an excellent opportunity for you to attack.



Hammer Scoop The Asylum Demon will use the Hammer Scoop attack to try to hit you while you are sidestepping to its left side and are within range. Be careful if you are moving in this direction, and roll at the last second to avoid it if the attack is coming your way.



Hammer Backswing The Asylum Demon will use this attack to hit you while you're moving to its right, making it a counterpart to the Hammer Scoop. Again, simply roll in the direction you are sidestepping at the last second to avoid it.



Hammer Smash The Hammer Smash is the Asylum Demon's bread and butter attack in most situations. As a simple downward smashing attack with the hammer, it can be sidestepped quite easily, but has great range so be careful of walking backwards to try and avoid it.



Hammer Swing The Asylum Demon will alternate between using this attack and the Hammer Smash in most situations. While it has slightly better tracking than the Hammer Smash, you can still roll through it easily or sidestep it in either direction.



Double Hammer Swing This attack is made up of two Hammer Swings, one after the other. Its tracking is a little improved over the single Hammer Swing, but it's still easy to roll through or around it. The Asylum Demon can sometimes use the Hammer Smash right after this attack as a combo, so don't retaliate until you're sure it's finished.



Leaping Hammer Smash The Asylum Demon will use this variation of the Hammer Smash when you are a good distance away from it. Be careful when you see the Demon's wings flutter, as this indicates the start of the attack. This attack is very fast, but you can still easily roll to either side to avoid it once you see it coming.

Strategy

Unless you're playing New Game +, when you first run into the Asylum Demon you'll only have a Straight Sword Hilt to attack with. This will deal very little damage to the Demon, and while it is possible to defeat it at this point, doing so is very difficult. If you escape the battle and collect your equipment you'll come to a ledge overlooking the room where the Asylum Demon awaits. From here you can jump down with a Plunging Attack to instantly strip away almost half of its HP. Wait too long before doing this, however, and the Demon will jump up and destroy the ledge, bringing you down with him to begin the battle at a disadvantage.

Once you are down and have begun the battle proper, you should move close to the Asylum Demon and begin to attack it. Stay as close as you can while strafing around the Demon, using only one or two attacks at a time. Staying close to the Demon reduces its attacking options, so you'll only need to watch for the Hammer Scoop and Butt Slam and react accordingly. Once either of these attack misses you, move in for two or three attacks of your own, and then repeat this process for as long as the Demon lasts. This battle is even easier for magic Classes, as the Asylum Demon is slow and susceptible to magic attacks from range. However, you should be wary of the Leaping Hammer Smash, as the Asylum Demon can use at a moment's notice.

HP	813	Souls	1000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Hammer Swing	190 (PHY)	Normal	No	Neither	Medium
Hammer Drive	190 (PHY)	Normal	No	Neither	Slow
Hammer Backswing	205 (PHY)	Normal	No	Right	Medium
Hammer Scoop	205 (PHY)	Normal	No	Left	Medium
Hammer Smash	245 (PHY)	Normal	No	Neither	Medium
Butt Slam	305 (PHY)	Normal	No	Both	Slow
Leaping Hammer Smash	275 (PHY)	Normal	No	Neither	Medium
Double Hammer Swing	200 (PHY)	Normal	No	Neither	Medium

Firelink Shrine

The enemies around Firelink Shrine vary in difficulty, and some of them should not be approached until you are much stronger. In particular, stay away from the graveyard guarded by skeletons until you are strong enough to actually go into the Catacombs. The only other enemies near Firelink Shrine are a group of Zombies guarding the route towards the Undead Burg. They are quite easy to deal with, but you'll need to watch out for the Zombie equipped with the Firebomb, as it can launch its attacks from high above you whilst you're busy dealing with other enemies.

Previously Encountered Enemies	First Encountered
Undead Soldier (Sword)	Undead Asylum



Armored Zombies (Sword, Axe, Firebomb)

Sword

Most of the time the Armored Zombie will charge in and attack. This can range from one slash to a quick barrage of swings. These attacks can easily be blocked with your starting shield. Basic mage Classes will lose a little health trying to guard, so you'll need to evade more often. You can also parry the slashes and counter with a riposte attack; the timing isn't too difficult to get used to. The Armored Zombie will also use its shield to block, but it will still take some damage.

The easiest way of defeating these enemies is to block their slashes and, as they are left stunned, circle behind them and use a Backstab. Even without using Backstabs or riposte attacks the Armored Zombie will go down in a few hits. They don't pose much of a problem on their own, but in groups, however, they can become a real threat, as their quick combination of attacks can break through your guard and deal heavy damage very quickly. Always be prepared, as you will find these enemies jumping off screen and hiding behind walls to take you down.

Axe

Since the Axe variant doesn't have a shield, you can go on the offensive and it won't be able to guard your attacks. Its attacks are also rather slow, so your attacks will have a speed advantage. It uses a jumping slash attack when if there's a small gap between the two of you; this attack has an obvious starting animation, so you can always tell when it's coming and begin sidestepping to ensure it misses. At this point you'll be free to retaliate at your leisure.

Firebomb

This variation will throw Firebombs at you from a great distance. The firebombs can be blocked, although this isn't recommended, as you'll lose some health and sometimes the firebomb will explode above the shield, causing you to take full damage. Always keep your camera focused on the enemy so you can see when and where the firebombs will strike, and make taking this enemy out your first priority. Once you get close to the enemy, it will draw its sword and revert to a sword variant.

Item Drops

Sword	Axe	Firebomb
Shortsword (A)	Battle Axe (A)	Firebomb (C)
Cracked Round Shield (A)	Cracked Round Shield (A)	Hollow Warrior's Helm (A)
Hollow Warrior's Helm (A)	Hollow Warrior's Helm (A)	Hollow Warrior's Armor (A)
Hollow Warrior's Armor (A)	Hollow Warrior's Armor (A)	Hollow Warrior's Waistcloth (A)
Hollow Warrior's Waistcloth (A)	Hollow Warrior's Waistcloth (A)	



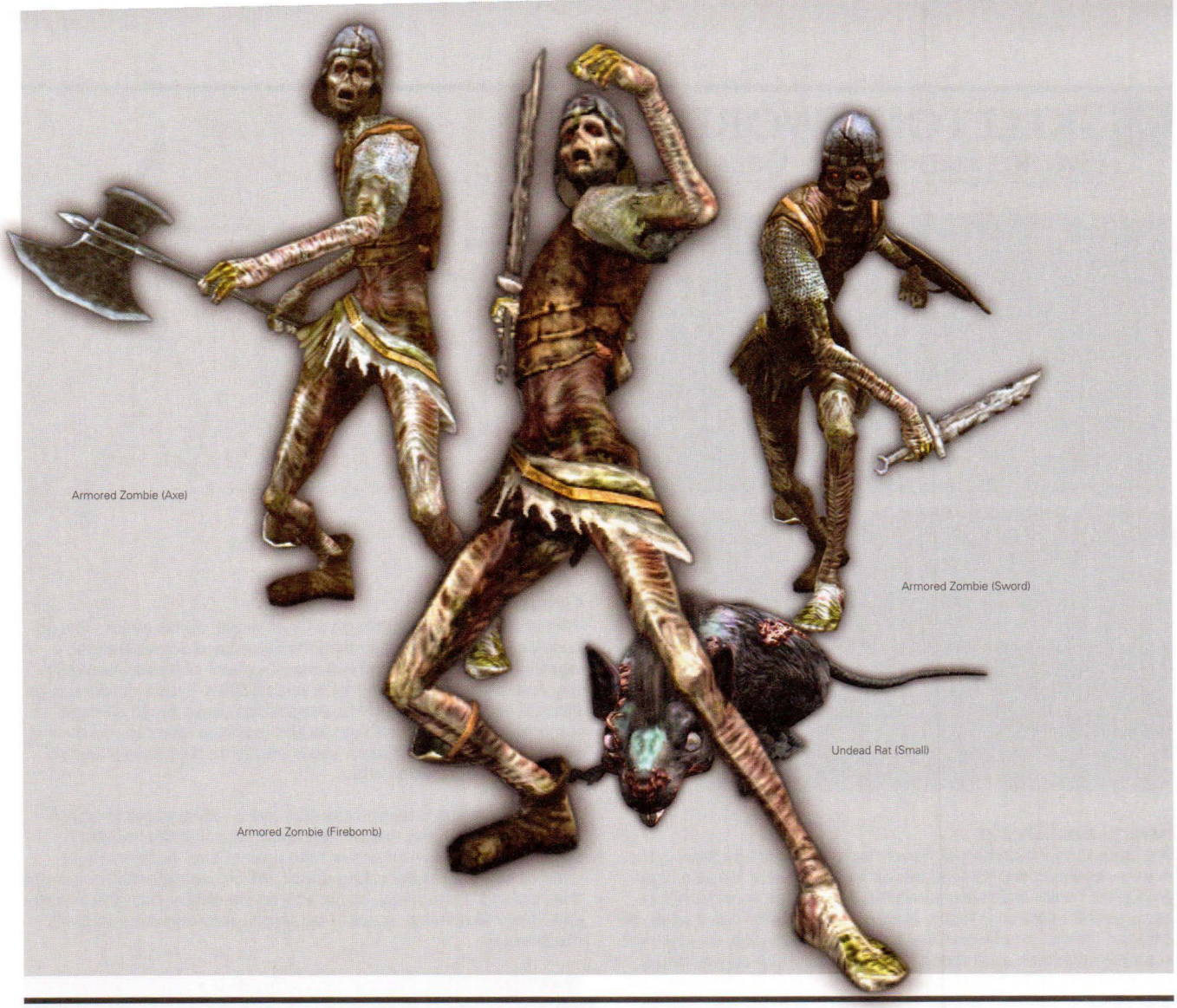


HP	80	Souls	30	Respawn	YES	Abilities	None

Undead Burg	HP	80	Souls	30	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Quick Swing Combo (Sword)	113 (PHY)	Normal	Yes	Both	Slow
Two Handed Slash (Sword)	158 (PHY)	Normal	Yes	Neither	Slow
Quick Barrage* (Sword)	110 (PHY)	Normal	Yes	Neither	Fast
Swing (Axe)	144 (PHY)	Normal	Yes	Neither	Medium
Two Handed Slash (Axe)	169 (PHY)	Normal	Yes	Neither	Medium
Firebomb (Firebomb)	158 (FIR)	Normal	No	Neither	Medium

*6 hit Combo





Small Undead Rat

Strategy

The Undead Rat doesn't have much health and will go down in a couple of hits or one spell attack. It will be a very good idea to have a stock of Poison curing items and equipment when fighting them, however. Although the Undead Rat has weak attacks, those attacks all carry Poison; taking, or guarding, too many in quick succession will overrun your resistances easily. They can be blocked very easily and countered with your own normal attacks, but you'll need to focus on your Poison gauge and don't hesitate to retreat at times when it gets too high.

The Undead Rat can move and attack very quickly, so don't attack wildly as its attacks will beat yours in terms of speed. You'll normally encounter this enemy in groups, so try to use weapons that have large horizontal hitboxes to hit multiple Rats with every swing.

Item Drops

Humanity (A)



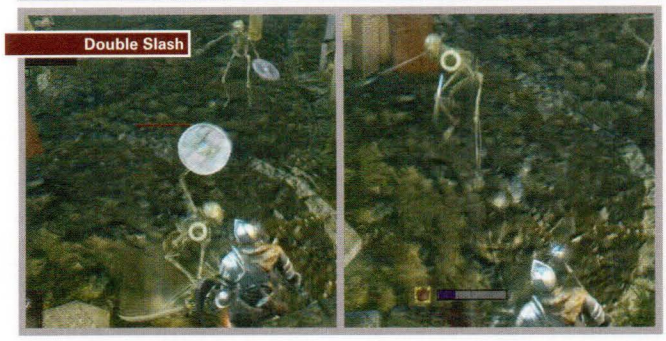
HP	80	Souls	20	Respawn	YES	Abilities	None

	HP	Souls	Respawn
Undead Parish	96	20	YES
Depths	112	30	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Bite	89 (PHY)	Normal	No	Both	Fast
Head Butt	134 (PHY)	Strike	No	Both	Fast
Scratch	95 (PHY)	Normal	No	Both	Fast

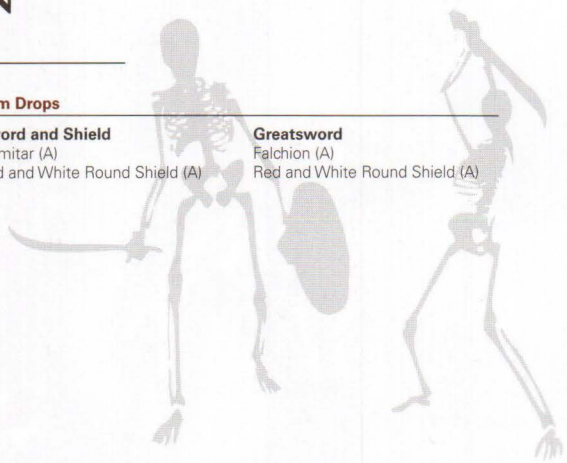
Skeleton Swordsmen
(Sword and Shield, Greatsword)





Item Drops

Sword and Shield	Greatsword
Scimitar (A)	Falchion (A)
Red and White Round Shield (A)	Red and White Round Shield (A)



Sword and Shield

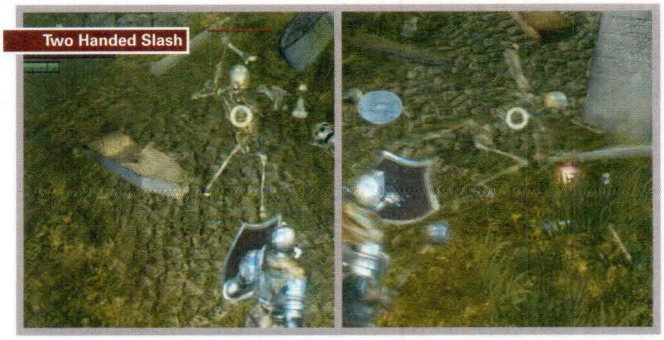
The Skeleton Swordsman is a much faster and stronger than the average enemies you'll encounter early in the game. It has a high amount of health and trying to whittle it down can be challenging, because the Skeleton is highly evasive. The Skeleton has a range of different attacks, all of which will cause Bleed damage, so you must keep your guard up at all times, and evade as much as you can. It can also use a quick two hit slash (which is fast enough to interrupt your attacks), followed by a jump backwards to avoid your counter attack, so attacking hastily is not recommended. The Skeleton can also use a spin slash that hits in a horizontal arc in front of it, or pull his sword back for a vertical slash. These attacks come out slower than the previous attack, so try to parry them.

A group of these enemies will be difficult to take down, as the combination of their attacks can decimate your Stamina completely once you're forced to guard. The worst thing to do is randomly attack, because the Skeleton can parry, so you should be patient and wait for one of their attacks to miss. They also have good defense against spell attacks, so if you're attacking them this way you must keep your distance.

Greatsword

This Skeleton is equipped with a Greatsword, so his attacks will do considerably more damage than the Sword and Shield skeleton's equivalents. He can randomly swing it in front of him or slowly lift the weapon above his head for a vertical slash. These attacks can be blocked and parried easily. His attacks also cause Bleed damage, so remember to keep your shield up and evade as often as you think is safe. After a successful block you'll usually be able to walk behind him and use a Backstab attack.

This variant of the Skeleton can also use a rolling attack to cover ground, and guarding this will decrease your Stamina rapidly. A spell caster will have an easier time against him, but they must keep an eye out for the rolling attack, which can potentially interrupt their casting. Fortunately, as his attacks are slower than the Sword and Shield Skeletons', so you'll be able to read and react to them much easier.



Skeleton Swordsmen (Sword and Shield)

HP	184	Souls	–	Respawn	YES	Abilities	Parry Stance

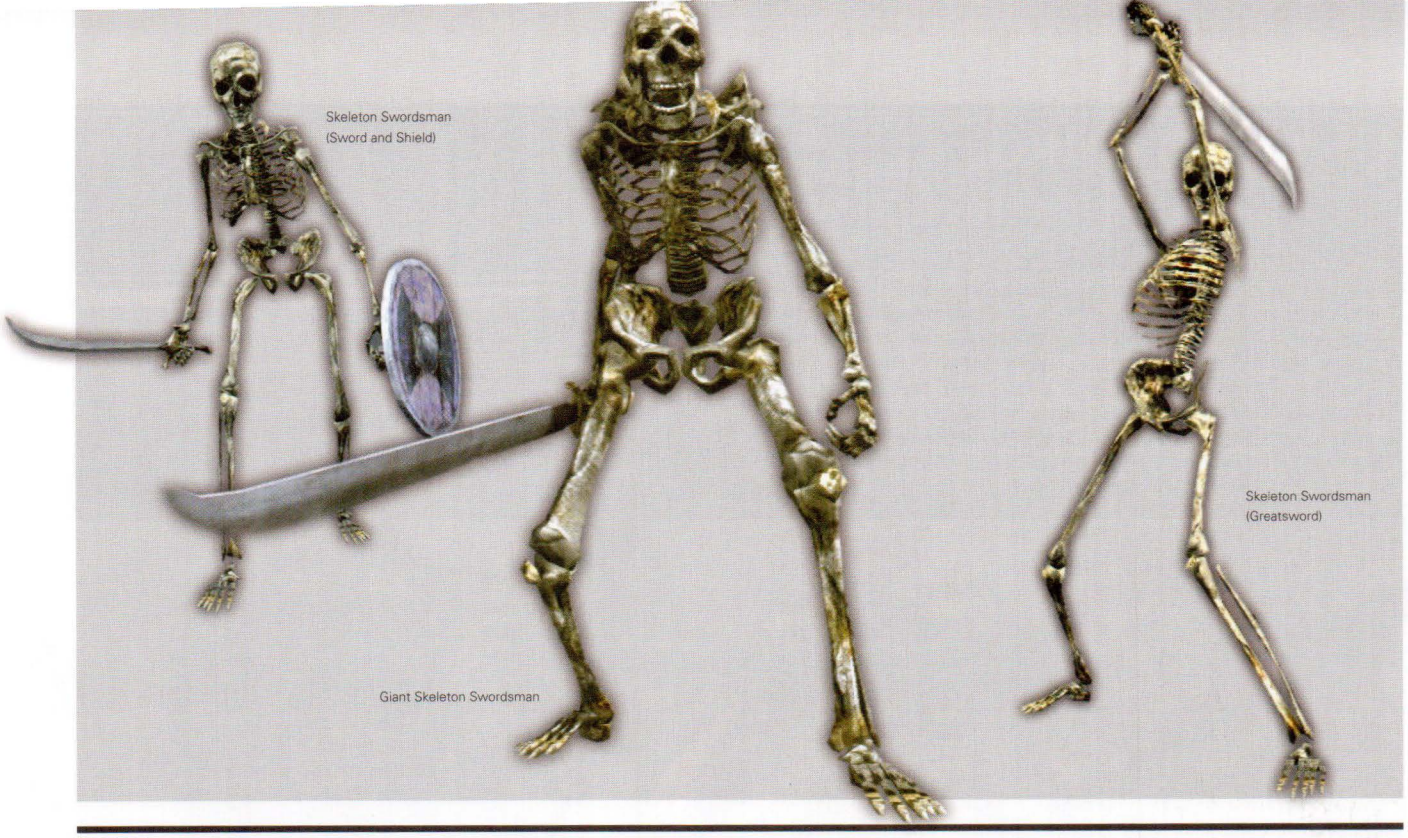
Catacombs	HP	195	Souls	–	Respawn	YES

Skeleton Swordsmen (Greatsword)

HP	156	Souls	–	Respawn	YES	Abilities	Parry Stance

Catacombs	HP	166	Souls	–	Respawn	YES

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Quick Swing Combo (Sword and Shield)	198 (PHY)	Slash	Bleed: 30	Yes	Both	Medium
Overhead Slice (Sword and Shield)	210 (PHY)	Slash	Bleed: 30	Yes	Both	Medium
Double Slice (Sword and Shield)	214 (PHY)	Slash	Bleed: 30	Yes	Both	Fast
Spin Slash (Sword and Shield)	251 (PHY)	Slash	Bleed: 30	Yes	Both	Medium
Swing (Greatsword)	272 (PHY)	Slash	Bleed: 30	Yes	Both	Slow
Two Handed Slash (Greatsword)	326 (PHY)	Slash	Bleed: 30	Yes	Both	Slow
Roll (Greatsword)	50 (PHY)	Slash	Bleed: 30	No	Both	Fast

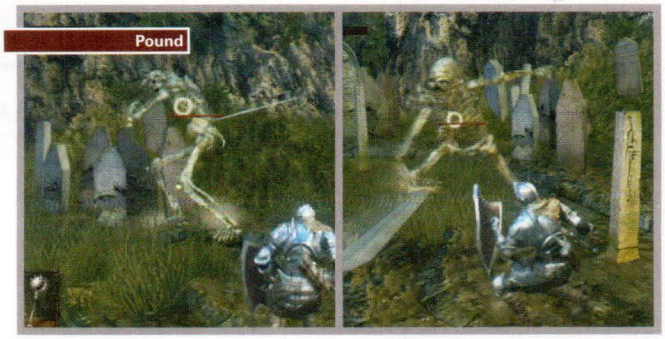


Giant Skeleton Swordsman



Item Drops

Murakumo (A)



Strategy

The Giant Skeleton Swordsman towers above the smaller versions, and as a result all his attacks have much greater range. It cannot be Backstabbed nor have his attacks parried due to his size. The Skeleton has both horizontal and vertical slash attacks that can easily be guarded or evaded. It also uses a quick Stomp attack, which deal massive Stamina damage, so always try to evade it rather than blocking. The most dangerous attack to look out for is the Sword Slam: it slowly brings the sword up and slams it into the ground. Although this is the Skeleton's most hard-hitting attack, it is also the best time for offense, as he takes a while to initiate the attack.

When he begins to lift his sword up, quickly move behind him and attack him in safety.

As long as you are patient and have a full Stamina bar you will be able to block his attacks and counter with your own. Spell casters will have a much easier time with this fight, as the enemy doesn't have any ranged attacks. As long as some distance is kept, you'll be perfectly safe.

HP	448	Souls	500	Respawn	YES	Abilities	None
Catacombs		HP	476	Souls	500	Respawn	YES

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Slash Combo	314 (PHY)	Slash	Bleed: 33	No	Both	Medium
Sword Slam	352 (PHY)	Slash	Bleed: 33	No	Neither	Slow
Pound	288 (PHY)	Slash	Bleed: 33	No	Neither	Medium
Stomp	427 (PHY)	Normal	Bleed: 33	No	Neither	Fast

Undead Burg

The Undead Burg is the first real enemy-laden area, and is designed to be your first major obstacle. Along with the usual assortment of Zombies, you will come across the stronger variations of the Undead Soldier, in particular the spear version. This area is also quite long, and you'll need to defeat two bosses before the end of it. You will probably need to level up and upgrade to some stronger weapons before reaching the end in order to survive. Near the bottom of the Burg the Attack Dogs, Assassins and the Capra Demon all present serious threats, so be prepared before you face them.

Previously Encountered Enemies	First Encountered
Armored Zombie (Sword)	Firelink Shrine
Armored Zombie (Axe)	Firelink Shrine
Armored Zombie (Firebomb)	Firelink Shrine
Undead Soldier (Sword)	Undead Asylum





Undead Soldier (Spear)

Strategy

This Undead Soldier is armed with a spear, so he will be dealing damage at decent range, allowing him to attack you as you approach. It will most often use the three hit stab combo to try and break through your guard. Just like with the Armored Zombie, it is best to guard against his attacks, and then circle around him to deliver a Backstab. Spear attacks are generally very hard to parry, so focus on guarding and evading.

This version of the Undead Soldier is highly defensive and will often be attacking from behind his shield. You'll find that he will spend plenty of time doing this, as he will be trying to bait you into attacking without leaving himself open. You shouldn't grow impatient and try and break his guard, but you may consider using the kick to stagger him, gaining an opportunity to attack further. If you also find yourself with spare Firebombs you should consider using them, as these will be enough to kill him, even with his guard up.

Item Drops

Spear (A) [Undead Burg, Undead Parish]
Hollow Soldier Shield (A)
Longsword (A) [Undead Asylum (revisited)]
Hollow Soldier's Helm (A) [not Undead Asylum]
Hollow Soldier's Armor (A) [not Undead Asylum]
Hollow Soldier's Waistcloth (A) [not Undead Asylum]
Titanite Shard (S) [not Undead Asylum]



HP	85	Souls	50	Respawn	YES	Abilities	May heal when health is under 40%

	HP	Souls	Respawn
Undead Parish	102	50	YES
Undead Asylum (revisited)	144	150	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Poke	188 (PHY)	Thrust	Yes	Neither	Medium
Triple Poke	190 (PHY)	Thrust	Yes	Neither	Fast
Swing	185 (PHY)	Normal	Yes	Both	Medium

Undead Soldier (Crossbow)



Item Drops

Light Crossbow (A)
Hollow Soldier's Helm (A)
Hollow Soldier's Armor (A)
Hollow Soldier's Waistcloth (A)
Titanite Shard (S)

Strategy

This enemy will fire bolts from his Crossbow from great range. If you close manage to the distance and stand next to him, he will put away his Crossbow and pull out a sword. This enemy is an annoyance at times when you have other enemies to deal with, so you'll need to try and take him out first whenever possible.

Its greatest threat is in firing bolts from areas you will not be able to see until you follow their trajectory back to his location. Once you've tracked him down, making your way to his location whilst avoiding the bolts should be your top priority. It's usually not wise to try and attack him with your own ranged weapons or spells, as he will fire back and often hit you while you are attempting to hit him.

HP	85	Souls	50	Respawn	YES	Abilities	None

Undead Parish	HP	102	Souls	50	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Bowgun Shot	135	Thrust	No	Neither	Medium

Black Knight (Sword)



Item Drops

Black Knight Sword (C)
Black Knight Shield (B)
Titanite Chunk (M) [Undead Burg, Kiln of the First Flame]
Red Titanite Chunk (M) [Undead Asylum (revisited)]

Strategy

The Black Knight is the first truly strong enemy in the Undead Burg, and can give you real trouble at the start of the game. He has high HP, with attack power and defense to match. The Black Knight's attacks are fairly quick and his combos can break through your guard, so rolling past his attacks is preferable to guarding. This enemy has two main attacks: the first is a normal downward slash attack, which if successful, will continue with another two hits. This combo can also home in on you, so you may have trouble trying to circle behind him and go for a Backstab. The second attack is a Running Stab, which can be followed by an upward swing. He will often use this attack when there is some distance between the two of you. It's best to try and bait out this attack, as you can land a Backstab when he tries to follow up with the upward swing. All his sword attacks can be parried, but the cost of missing the timing is severe.

The Black Knight is also equipped with a shield, and will use a Shield Bash attack capable of breaking through your guard instantly. When this lands successfully, he can follow up with his Poke attack. Fortunately the Shield Bash only has short range, so this can be evaded by moving, or by rolling away. His shield can reduce damage from magic spells and even Fire damage, so you must wait for him to lower it before attempting these attacks. If you're a spell caster then you should fire spells from range, as he doesn't block much from a distance, or wait for him to use the Running Stab attack for an opening.

Magic users need to judge their distance perfectly, staying at the tip of the Black Knight's range as much as possible. Once he attacks, move backwards slightly and instantly cast a spell.

HP	710	Souls	600	Respawn	NO	Abilities	None

Undead Asylum (revisited)	HP	745	Souls	1200	Respawn	NO
Kiln of the First Flame	HP	958	Souls	1200	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Poke	296 (PHY)	Thrust	Yes	Both	Medium
3 Hit Combo	316 (PHY)	Normal	Yes	Both	Fast
Running Stab follow up	371 (PHY)	Normal	Yes	Both	Medium
Shield Bash	193 (PHY)	Strike	No	Both	Medium

Havel The Rock



Item Drops

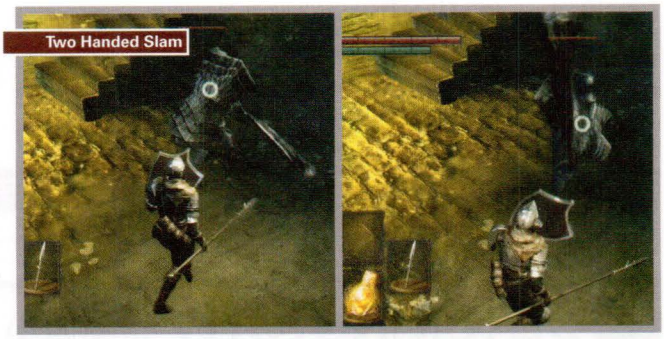
Havel's Ring (M)

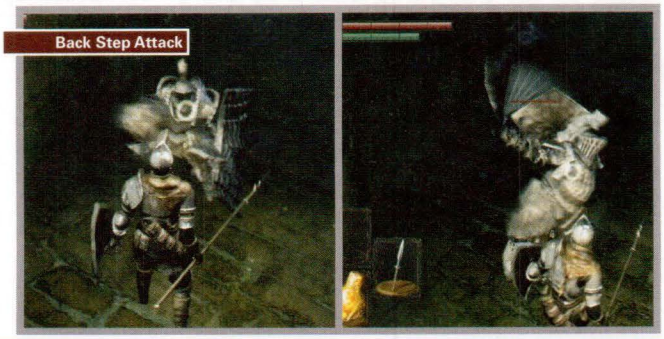
Strategy

Havel the Rock is an extremely dangerous foe due to the devastating power of his large Hammer, and the near impenetrable defense his armor and shield provide, truly earning his title of "The Rock". Most forms of attack will only deal a fraction of the damage to Havel that they would to other enemies, including Backstabs and all types of Sorcery. This means you will be in for a long battle, regardless of how you intend to fight him. Weapons that have been augmented to do additional types of damage (such as Fire or Lightning) will do significantly more damage to Havel than normal weapons, so try to only engage him using one of these types.

Havel has two attack stances that he will switch between frequently: one-handed and two-handed. While he is wielding his weapon in both hands his guard is only partially effective, allowing you to do some damage while his is blocking. When his weapon is in one hand, however, he will always have his shield raised, which will reduce your damage to practically nothing, making attacking him at that time futile. His attack power is significantly lower in his one-handed stance, and even though his attacks are faster, you can still easily see them coming. In either stance it is also possible for Havel to do a large backstep, followed up by a dashing attack; if you see him backstep, do not close in and try to attack.

Try to be constantly strafing to your left while guarding, and then after blocking one of his attacks, continue moving around him for a Backstab. Guarding one of his attacks will deplete most of your Stamina, however, so make sure to lower your shield while you move to his back to regenerate it faster. If your shield is not strong enough to effectively guard his attacks, you can use a roll instead to evade them. This can sometimes make it difficult to close in fast enough for the Backstab afterwards, however, and mistiming it even slightly can lead to you taking massive damage.





HP	1034	Souls	3000	Respawn	NO	Abilities	None

Right Weapon	Left Weapon	Armor	Ring	Magic
Dragon Tooth+5	Havel's Greatshield+5	Havel's Helm	Havel's Ring	None
		Havel's Armor		
		Havel's Gauntlets		
		Havel's Leggings		

Boss – Taurus Demon

09_002

Attacks



Item Drops

Demon's Greataxe (B)

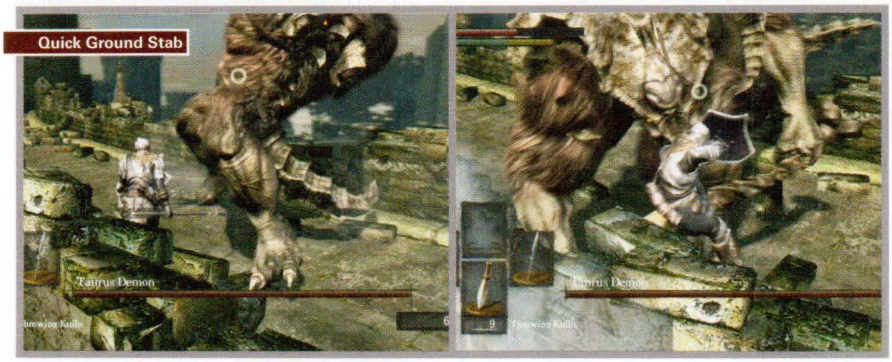
Jumping Pound If there's too much distance between you and the Taurus Demon, it will use the Jumping Pound to close in rapidly. The demon will crouch down, and then it will jump towards you and deliver a long range vertical attack. As soon as you see the demon crouch, either run towards it and roll past the attack, or continue moving backwards to get out of range.



Standing Pound This close range version of the Pound is only used if you're very close to the Demon, and is also much easier to avoid. Wait until you see the Demon raise its hammer into the air slowly, and as he commences the attack, walk around to his back. From this position you will be safe to attack before it recovers.



Giant Swing At the start of this attack the Demon will draw back its weapon briefly, before initiating a huge swing across a horizontal arc in front of it. This attack does not have very much range, so it can easily be evaded by backstepping once you see it draw its weapon back. Alternatively, you can roll towards the Demon and go under the attack, which will allow you to get some quick hits in.



Quick Ground Stab Another attack that the Demon will only use when you're close. Because it is one of the quickest attacks, it's the primary one you need to be wary of. The start of the attack is quite similar to the Standing Pound, but the follow up is much quicker. You can still move around to the back of the Demon during the start of the attack, but be ready to roll to the side in case you do not get around in time.

Strategy

Although this boss can inflict a lot of damage, it has quite low HP and most of its attacks are easy to see coming and avoid. Add to this the fact that you can also use the environment to your advantage, it can actually be quite a simple battle. When you first walk through the fog, go up the ladder to the right and kill the two Undead Soldiers at the top of the tower. Once that is done, go back down and walk along the bridge until the Taurus Demon appears, and then run back towards the tower.

Wait until the Demon is directly below the tower, and then walk off and use a Plunging Attack to inflict a large amount of damage. While the beast is recovering, you should try to maneuver past it so that you can climb the ladder again quickly, and then go for another Plunging Attack. It will only take a few of these attacks to kill the Demon, so it is by far the most effective way to take it down. If you are having trouble getting back up the ladder after a Plunging Attack, run away from the tower and lure the Demon away from it. You can then wait for it to initiate an attack and roll past it to have a free shot at the ladder; make sure you climb it quickly, however, as you can still be hit whilst on the ladder.

Another thing to be mindful of is the fact that you cannot stay on top of the tower for very long while setting up your Plunging Attacks. This is because the Demon has the ability to jump up onto the tower with you. If this happens, quickly roll off the front of the tower onto the bridge below and lure the Demon away again. Pyromancy and Magic can also be very effective against the Demon, and allow you to get some easy hits in while you are luring it away from the ladder. If you do happen to find yourself engaged with the Demon at close range, use the long startup on its attacks to move around to its back, where you can get some land some quick hits before he attacks again.

HP	1215	Souls	1000	Respawn	–	Abilities	None

Demon Ruins	HP	900	Souls	1200	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Giant Swing	315 (PHY)	Normal	No	Both	Medium
Jumping Pound	349 (PHY)	Normal	No	Both	Medium
Quick Ground Stab	315 (PHY)	Normal	No	Neither	Medium
Standing Pound	315 (PHY)	Normal	No	Neither	Medium



Undead Attack Dog



Strategy

The Undead Attack Dog has relatively low health, but they can quickly overwhelm you with their fast attacks. The most difficult part of fighting this enemy, however, is actually landing a clean hit on it. The Attack Dog is capable of using a large backwards and sideways jumps, both of which can easily cause your attacks to miss. These jumps will usually come just before and after it attacks, giving you a very small window in which to hit it.

Both Biting attacks can be easily blocked if there is just one Dog around, and as soon as you finish blocking, you should attack it with your fastest attack before it jumps away. Only attacking during this small window will greatly cut down on the likelihood of getting hit, which is especially important against this enemy, since every attack causes Bleed build-up. The Bite attacks from the Dog are also extremely fast, and they can often interrupt you if you are overly aggressive in your attacking; staying defensive and using calculated attacks is a much more effective way to deal with the enemy.

Item Drops

None



HP	100	Souls	50	Respawn	YES	Abilities	None

	HP		Souls		Respawn	
Undead Burg/Lower Section	HP	100	Souls	150	Respawn	NO
Depths	HP	117	Souls	75	Respawn	YES
Depths (Butcher's Dog)	HP	126	Souls	150	Respawn	NO

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Bite	130 (PHY)	Normal	Bleed: 30	No	Neither	Fast
Jumping Bite	175 (PHY)	Slash	Bleed: 30	No	Neither	Fast

ZOMBIE (TORCH)



Item Drops

None

Strategy

This Torch-wielding Zombie still has the same low HP as the other variants, but the additional Fire damage from the Torch means that it can be a threat. You'll usually be able to fight this Zombie much like you did the others, by blocking an attack and then moving around it for a Backstab. It does, however, have one new attack that you will need to be wary of, and that is the Crazy Run. The Zombie will start dashing towards you while flailing its Torch in a very fast, and very powerful 4-hit combo. The Zombie will close in very quickly once it initiates this attack, so always keep the camera trained on it, especially if you are fighting other enemies in the area.

You'll often encounter numerous Torch Zombies in the same area, and blocking multiple Crazy Runs will quickly deplete your Stamina. In these instances it is much better to try and parry the attack and use the invulnerability of the riposte to keep you safe. Outside of the Crazy Run, this Zombie is just as slow as the others, which means it is very susceptible to ranged attacks and spells.

HP	88	Souls	20	Respawn	YES	Abilities	None

Undead Burg/Lower Section	**HP**	105	**Souls**	20	**Respawn**	YES
Depths	**HP**	123	**Souls**	50	**Respawn**	YES
Painted World of Ariamis	**HP**	220	**Souls**	150	**Respawn**	YES
Undead Asylum (revisited)	**HP**	149	**Souls**	100	**Respawn**	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Wild Swing	60 (PHY)/145 (FIR)	Normal	Yes	Neither	Medium
Crazy Run*	68 (PHY)/145 (FIR)	Normal	No	Left	Fast
Jump Attack	81 (PHY)/145 (FIR)	Normal	Yes	Neither	Medium
Torch	145 (FIR)	Normal	Yes	Both	Medium

*4 Hit Combo

UNDEAD ASSASSIN

Strategy

The Undead Assassin is a fast and deadly enemy despite its low health, and because all of its attacks cause Bleed, you will have to be especially vigilant with your guard around them. Unlike a lot of normal enemies, keeping your guard up should be the rule even if this enemy is at a distance, because it will often use Throwing Knives to attack you from range. Because you will normally encounter multiple Assassins at once, having to contend with Knives coming at you from different angles can be extremely difficult. In these situations you are much better off retreating, and then using parts of the environment to cut down on their possible throwing angles.

At close range this enemy can be just as deadly, thanks to the speed and damage of its knife attacks. You will need to time your attacks carefully, and only start attacking after blocking an Assassin's attack and staggering it, or causing one of its attacks to miss. Outside of its attacks, the Assassin can also shift into a highly defensive posture, raising its shield up to the side; any normal melee attack you do at this time is guaranteed to be parried, so either use ranged attacks or a Kick.

Item Drops

Bandit's Knife (A)
Target Shield (A)

Hollow Thief's Hood (A)
Hollow Thief's Leather Armor (A)
Hollow Thief's Tights (A)



HP	138	Souls	50	Respawn	YES	Abilities	May heal when health is under 40%

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Quick Slash	130 (PHY)	Normal	Bleed: 39	Yes	Both	Fast
Running Stab	183 (PHY)	Thrust	Bleed: 39	Yes	Left	Fast
Throwing Knife	150 (PHY)	Thrust	Bleed: 39	No	Neither	Medium



Boss – Capra Demon

09_003

Attacks

Item Drops

Key to Depths (M) [Undead Burg/Lower Section]
Demon Great Machete (B) [Demon Ruins]



Single Swing This is a single swing with either the Capra Demon's left or right sword. The tracking is decent to the side the attack is heading, but as long as you move or roll in the opposite direction, it can still be easily evaded. If you do not have time to evade, then both of these attacks can also be blocked normally.



Double Swing This attack starts off similar to the Single Swing, but is quickly followed up with an additional left swing. Both of these attacks can be easily guarded, but the loss of Stamina is high enough to make evading them a better choice. Depending on your position, you can either avoid the whole series by rolling backwards, or sidestepping all the way around them.



Left Sword Smash The Left Sword Smash is a quick strike that tracks well to the Capra Demon's left side. While the attack can be blocked, it does a lot of Stamina damage and can easily break your guard, which can be deadly if there are any Attack Dogs around. Rolling into the attack to avoid it is a much safer option, and can create an opening for you to get some quick hits in.



Power Slash The Power Slash is a deadly dual sword attack that tracks incredibly well. It is also unblockable and will deal huge damage if it connects, but luckily, it has a very long start up time and is easy to see coming. The animation for the attack is very unique and obvious, so as soon as you see the Capra Demon raise both swords together above its head, move backwards out of the attack's range to safety.



Leaping Smash The Leaping Smash is a surprisingly fast long range attack with both swords that the Capra Demon will use to close in on you quickly. It's very powerful and cannot be guarded, however the tracking is non-existent and the attack can be avoided by sidestepping or rolling to the side very easily. The Capra Demon is vulnerable once this attack misses, so make sure to close in and attack before it can recover.

Strategy

The Capra Demon is not such a significant threat on his own, as evidenced by him appearing as a normal enemy later in the game. However, here he is joined by two Undead Attack Dogs, changing the dynamics of this battle considerably. The Capra Demon and his allies will assault you as soon as you enter the tiny area where you have to fight them, and your first priority should be to take out the Attack Dogs as soon as possible.

The Attack Dogs move much faster than the Capra Demon, and you will need to use this to your advantage. Any time the Demon gets close to you, run to the opposite side of the area to create space. Since the dogs will reach you first, you can always get some hits in before the Demon catches up. The staircase on the left of the room can also be used to your advantage, because it allows you to reach the top of an archway that the Demon cannot access. While you are on this platform you will only have to contend with the dogs, as the Capra Demon tries to attack you in vain from below.

Once the Capra Demon is on its own, it suddenly becomes a much more manageable fight. Most of the Demon's attacks can be easily blocked or evaded and you only really have to be wary of the Power Slash. The Demon is also extremely weak to Lightning based attacks, so if you have any Gold Pine Resin it will definitely be worth using it. Spell casters can have trouble against the Capra Demon in open ground because of slow casting times, but if you cast spells from the top of the archway you can get around this. It is also possible to use Plunging Attacks on the demon form the archway if it happens to come close enough.

HP	1176	Souls	1200	Respawn	–	Abilities	None

Demon Ruins	HP	643	Souls	800	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Swing	275 (PHY)	Normal	No	Neither	Medium
Single Swing	281 (PHY)	Normal	No	Both	Medium
Leaping Smash	400 (PHY)	Normal	No	Neither	Medium
Left Sword Smash	253 (PHY)	Normal	No	Both	Medium
Power Slash	405 (PHY)	Normal	No	Both	Medium

Undead Parish

The Undead Parish houses some of stronger enemies that will reappear as constant threats throughout the game, such as the Prowling Demon and Black Knight. The Parish also contains a Channeler, a magic-centric enemy whose attacks may bypass your armor's defenses. The deadly Elite Undead Guards can also prove to be dangerous adversaries, especially when you fight them alongside other enemies, a situation that should be avoided at any cost. Some of these enemies are unique and will not respawn upon resting at a Bonfire, such as the Heavy Knight and Armored Tusk, so beating them once will render those areas safer for subsequent visits.

Previously Encountered Enemies	First Encountered
Zombie (Sword)	Undead Asylum
Zombie (Docile)	Undead Asylum
Undead Soldier (Sword)	Undead Asylum
Undead Soldier (Spear)	Undead Burg
Armored Soldier (Crossbow)	Undead Burg
Undead Rat (Small)	Firelink Shrine

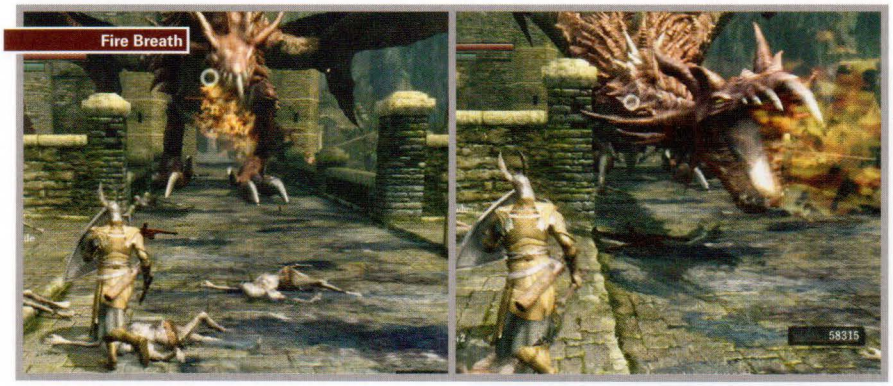
Boss – Hellkite Dragon

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Item Drops

Tail: Drake Sword (M)

Attacks



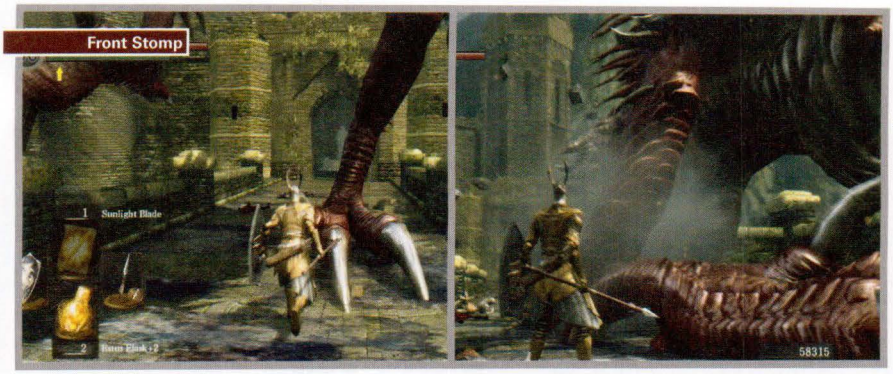
Fire Breath The Hellkite will breathe fire with a short sustained duration covering the entire span of the bridge. Your only chance of avoiding this attack is to position yourself against either the front or back wall of the alcoves in the middle of the bridge, depending on where the dragon is when it uses the attack.



Bite Watch for the Hellkite to rear its head up to one side as an indication that this attack is about to be used. It will then sweep its head across the bridge, and chomp on anything that gets in the way. To avoid this attack, either roll towards the dragon to get underneath its head for an attack chance, or backstep away from it to gain some space.



Dashing Flame The Hellkite dashes towards you, coating its body in a veil of flames. This is very difficult to block or avoid, and it will often be used a few times in quick succession. You must stay near the middle of the bridge to have any chance of avoiding it; heading down the staircase there is your only option, so when you see its neck retract and coil to start the attack, head for it as quickly as possible.



Front Stomp The Hellkite will move its leg forward to crush you with its foot. This attack can be avoided by rolling under the enemy or by moving backwards quickly. It's possible to block this attack, but doing so will consume a lot of Stamina and can result in your guard being broken.



Stomp This attack is similar to the Front Stomp, but the Hellkite will use it when you're much closer. This attack affects a small area directly under the dragon, so you can easily avoid it by rolling away or to one side.



Tail Whip If you are positioned some distance behind the Hellkite, it will attempt to whip you with its tail. It's best to attempt to roll through this attack, in the direction that tail is coming from. You can eliminate the use of this attack by slicing off the dragon's tail.

Strategy

In the middle of the bridge are two alcoves, the front sides of which act as safe spots against the Hellkite's Fire Breath attack when the dragon is perched on the building. Whenever you move out of these alcoves, the dragon will use its Fire Breath to keep you pinned. If you stay in an alcove for a while it will then jump down onto the bridge to engage you.

Fighting the dragon while it's on the bridge is extremely difficult, and many of its attacks will be almost impossible to block. Make sure you have equipment with high Fire resistance and either use a strong Lightning weapon or coat your normal weapon in Gold Pine Resin if you want to attempt this. You'll need to stay near the middle of the bridge in order to have a chance of avoiding the Hellkite's various attacks; you should aim to never get too far away from the staircase or alcoves. It's not recommended to attempt cutting the dragon's tail off when fighting like this, as trying to get behind the Hellkite will very likely get you killed.

Using a Bow is a much safer and more practical option for defeating the Hellkite at any point in the game. To safely shoot the dragon's tail off you'll need to head down the staircase onto the platform below the bridge. From the right hand side of this platform you'll have a clear shot at the dragon's tail, and shooting it will cause the dragon to drop onto the bridge, before heading back up again. You must repeat this process until the tail has been severed.

If you want to continue attacking the Hellkite with a Bow it's best to head back onto the bridge and move into the alcove by the staircase. From this position you can see the dragon's head, allowing you to deal much higher damage with each shot. To be perfectly safe you'll need to run down the staircase whenever the dragon lands on the bridge, and then head back up once it's clear, and then repeat the process for as long as it takes to kill it. Ensure that you have enough arrows before attempting this (divide the Hellkite's total HP by the amount of damage your arrows are dealing), because the dragon will heal itself if you're forced to go and restock.

HP*	2208	Souls	10000	Respawn	–	Abilities	Can heal when resting on the church rooftop

*Tail HP: 200

Attack	Damage	Attack Type	Parry	Tracking	Speed
Crossing the Burg	650 (FIR)	Normal	No	AOE	Fast
Fire Breath	230 (FIR)	Normal	No	AOE	Fast
Front Stomp	350 (PHY)	Strike	No	Neither	Medium
Stomp	350 (PHY)	Strike	No	Neither	Medium
Bite	350 (PHY)	Strike	No	Neither	Medium
Tail Whip	350 (PHY)	Strike	No	Neither	Slow
Jumping Fire Breath	Body: 350 (PHY) Breath: 230 (FIR)	Normal/Strike	No	AOE	Medium

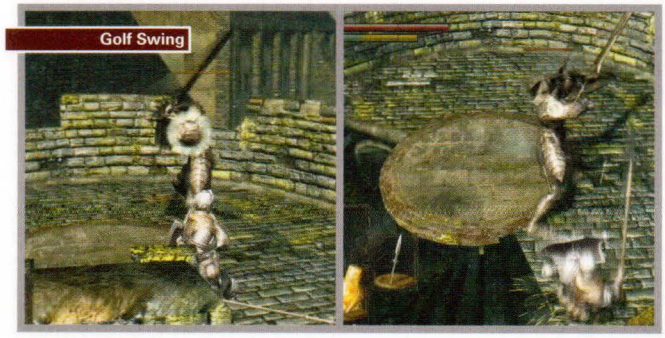
Hellkite

Elite Undead Guard (Rapier)

Black Knight (Greatsword)

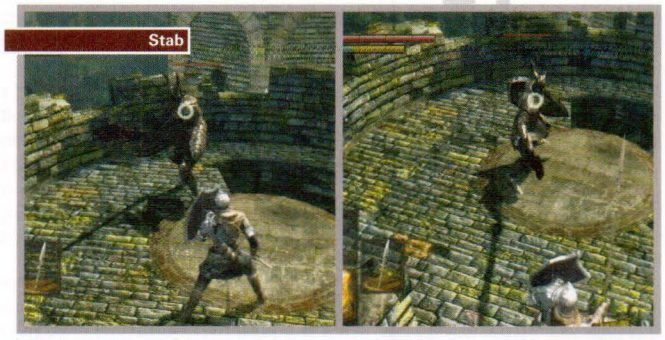
Elite Undead Guard (Sword)

BLACK KNIGHT (GREATSWORD)



Item Drops

Black Knight Greatsword (C)
Black Knight Shield (B)
Titanite Chunk (M) [Undead Parish]
Red Titanite Chunk (M) [Kiln of the First Flame]





Strategy

This Black Knight is equipped with a Greatsword, and as a result has a greater range and power for all of his attacks, and is just as challenging as the Black Knight you have previously encountered. He has a greater number of attacks, however, that he will use to take you down.

The primary threat is a horizontal slash that slices through the area in front of him; he may follow this attack with two more horizontal slashes then finish the move off with a stab for a four hit combo. Rolling away from the first slash is not recommended, beacuse he may continue the combo, which will damage you while you are in the rolling animation. This attack will also home in on you as you strafe, so blocking the slash and trying to move in for a Backstab attack will be more difficult to do than before. Although his Greatsword allows him to deal out more damage while covering a greater area, it will be heavier for him to wield. As a result his attacks will take longer to initiate, offering you a chance to parry and counter with a riposte attack. You may also roll under the attack and attempt a Backstab as he misses. His next attack is the Golf Swing; this attack also takes a while to perform as he must run a short distance before

swinging his Greatsword, so you'll have an opportunity to go for a Backstab attack. The Sword Pound attack causes high damage and will most often break through your guard. Do not attempt to block against it. The best way to deal with this is to roll past it. His final attacks are the stab attacks. There is a normal version and a charged version that will come out slower. These two attacks can be blocked against, although you may find yourself losing some health in the process. Like the previous Black Knight, all his attacks apart from the Shield Bash can be parried.

A big problem with this enemy is the area you will encounter him in. Its small size makes it difficult for you to roll around in and easier for him to hit you, as his weapon nearly covers the span of the entire area. It's best to try and lure him away from the area, leading him to the section where the Bonfire is below, so you will have an easier time.

HP	710	Souls	600	Respawn	NO	Abilities	None

Kiln of the First Flame	HP	958	Souls	1200	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
4 Hit Combo	420 (PHY)	Normal	Yes	Both	Slow
Sword Pound	450 (PHY)	Normal	Yes	Both	Medium
Golf Swing	450 (PHY)	Normal	Yes	Both	Medium
Stab	413 (PHY)	Thrust	Yes	Neither	Medium
Charged Stab	420 (PHY)	Thrust	Yes	Both	Slow
Shield Bash	210 (PHY)	Strike	No	Both	Medium



Elite Undead Guard (Sword, Rapier)

Sword

This enemy will be a much tougher fight than usual. He is equipped with a sword which can cause serious damage, but the biggest danger is that this enemy has the ability to parry your attacks. So if you attack wildly the enemy may parry your attack with his shield and counter with his own riposte attack, reducing your health by a large amount. He has two main attacks: a slash which he can perform up to three times, and a two-handed slash. These attacks can be blocked and parried without too much difficulty, which means you can deal with this enemy rather easily by blocking the attacks and moving in for a Backstab, or, if you're comfortable with its attack timings, parry them and counter with your own.

Spell casters can defeat him, but must make sure that they only use spells when his shield is down to inflict maximum damage. A group of these enemies can easily overpower you, so you must defeat them as quickly as possible.

Rapier

This enemy is equipped with a Rapier, so his attacks are much faster but don't have much attack power. He is still just as dangerous as the Sword variant. His main attack is his stab attacks, which can come very quickly. These can be parried, but the timing is much stricter than the average attack, so it is best to just block them and strike back. He can also do a swing attack, which may lead to a three-hit combo. These attacks can still be blocked easily. At times, you will find the enemy will point his weapon at you. You must not attack when he is in this stance as he will parry your attack with his weapon and counter with his own riposte attack. To deal with this dilemma, you can either wait for him to come out of the stance or perform a kick attack which will knock him out of the stance. You can then attack him as he is dazed. Since this variant can attack quite quickly, it may be easier to defeat him by blocking his attack and going in for a Backstab while he is stunned. You can also defeat him using spells, as long as you keep away from him and keep an eye out for him trying to charge in and attack.

Item Drops

Sword
Balder Side Sword (A)
Balder Shield (A)
Balder Helm (A)
Balder Armor (A)
Balder Gauntlets (A)
Balder Leggings (A)
Titanite Shard (A) [Undead Parish]
Titanite Shard (C) [Sen's Fortress]
Large Titanite Shard (A) [Sen's Fortress]

Rapier
Rapier (A)
Buckler (A) [Undead Parish]
Balder Helm (A)
Balder Armor (A)
Balder Gauntlets (A)
Balder Leggings (A)
Titanite Shard (A) [Undead Parish]
Balder Shield (A) [Sen's Fortress]
Titanite Shard (C) [Sen's Fortress]
Large Titanite Shard (A) [Sen's Fortress]





Elite Undead Guard (Sword)

HP	228	Souls	100	Respawn	YES	Abilities	May heal when health is under 40%

Sen's Fortress	HP	380	Souls	500	Respawn	YES

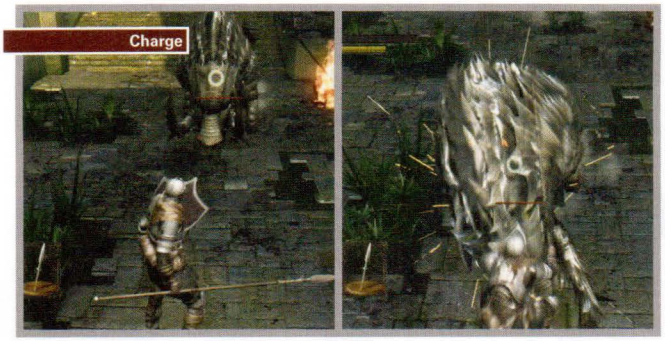
Elite Undead Guard (Rapier)

HP	266	Souls	100	Respawn	YES	Abilities	May heal when health is under 40%

Sen's Fortress	HP	399	Souls	500	Respawn	YES

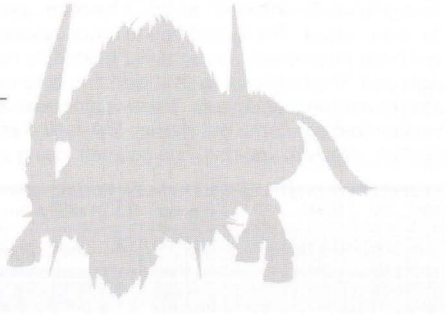
Attack	Damage	Attack Type	Parry	Tracking	Speed
Slash (Sword)	238 (PHY)	Normal	Yes	Neither	Medium
Two Handed Slash (Sword)	300 (PHY)	Normal	Yes	Neither	Medium
Swing (Rapier)	268 (PHY)	Thrust	Yes	Both	Fast
Stab (Rapier)	309 (PHY)	Thrust	Yes	Left	Fast

Armored Tusk



Item Drops

Fang Boar Helm (C)



Strategy

The thick armor this enemy is coated in grants it an extremely high resistance to both physical attacks and spells, and its size means that none of its attacks can be parried. If you are standing near its head, it will often attempt to use a tackle attack where it will leap towards you quickly, so always keep your guard up to defend against it. Its deadliest attack is the Charge, which cannot be blocked, so you must roll out of its path. This charge can follow you, so you must not roll too early or you will still end up getting hit by the attack. As you'll notice, the Armored Tusk is covered everywhere except its rear, which is the only place to damage it physically. When you have rolled past the charge, quickly move to its rear and perform a Backstab attack, which will damage it greatly. If you spend too long behind it while attempting a Backstab, it will use the Boar Kick with its back legs to defend itself. This attack cannot be guarded against, so you must perform the Backstab attack and not give the enemy the chance to use it.

If you find yourself standing to either side of its head then it will swing its head violently, attacking the area in front and to its sides. As it performs this attack you can strafe around to initiate a Back-stab attack. One last attack is the Tusk Launch, where the enemy will try and lift you up from the ground with its tusks. This attack can be guarded against.

The difficult thing about this fight is that the enemy has a tendency to push you around while you are guarding, so you can easily get pinned against a wall if you are not careful. To prevent this, either stay out in the open where you can evade more effectively, or use the environment to block its attacks so you don't have to rely on evasion. Upon first seeing you, the Armored Tusk will always use a charge attack, so be ready to evade and go for a Backstab. In this area there are also piles of flaming corpses, and if you can cause the boar to charge into the fire it will inflict a large amount of damage.



HP	307	Souls	500	Respawn	NO	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Tusk Launch	350 (PHY)	Thrust	No	Neither	Slow
Tackle	350 (PHY)	Thrust	No	Neither	Medium
Tusk Attack	238 (PHY)	Thrust	No	Both	Medium
Boar Kick	238 (PHY)	Strike	No	Neither	Medium
Charge	238 (PHY)	Thrust	No	Both	Fast

Channeler

Strategy

The Channeler doesn't have much in the way of health or defense, but he can still be a formidable foe. He will usually attack with a long-range spell and if you do manage to get near him, he'll switch to wielding a trident which can cause great damage. The Channeler cannot be Backstabbed or countered with a riposte attack.

His most frequent method of attack is the Soul Arrow spell. This attack, like other projectiles, can come from off-screen and its main objective is to distract you. The Soul Arrow can be blocked, but you may still take some damage doing this. It's best to roll out of the way whilst keeping the Channeler in your view. You can tell when he is about to use the spell, so you can dodge it accordingly. Once you are near the Channeler, he will use his weapon; his one-handed stab attack is deadly, as it actually hits you three times with just one stab. Sometimes he will switch to wielding the weapon with two hands and do a quick swing combo or a two-handed stab attack. The good thing is, all of his melee attacks can be blocked easily, so you will be able to attack him while he is left stunned.

Item Drops

Channeler's Trident (A)

The biggest problem the Channeler will pose is his power-up dance. When he does this, the Channeler and all nearby enemies will gain an attack boost. It is best to kill the Channeler before he gets the opportunity to do this, because if he succeeds, you will find yourself overwhelmed by powered-up enemies. Spell casters may have a harder time dealing with the Channeler. He will fire spells back





HP	186	Souls	400	Respawn	NO	Abilities	None

Depths	HP	217	Souls	400	Respawn	NO
The Duke's Archives/Crystal Cave	HP	387	Souls	800	Respawn	YES

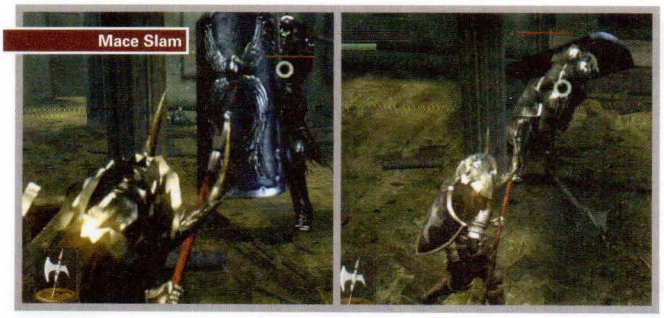
at you as you are casting them, so you'll end up losing health. Although he may not move in to attack you at close range, the nearby powered-up enemies will.

Attack	Damage	Attack Type	Parry	Tracking	Speed
One Handed Stab	213 (PHY)	Thrust	No	Both	Medium
Two Handed Stab	219 (PHY)	Thrust	No	Left	Medium
Quick Swing Combo	200 (PHY)	Normal	No	Left	Medium
Soul Arrow	200 (MAG)	Normal	No	Neither	Medium
Power Up Dance*	–	–	No	Neither	Medium

*Raises ATK of user and nearby allies: x1.85

HEAVY KNIGHT (MACE)





Item Drops

Greatsword (A)
Greataxe (A)
Tower Shield (A)
Steel Helm (A)
Steel Armor (A)
Steel Gauntlets (A)
Steel Leggings (A)
Titanite Shard (M) [Undead Parish]
Large Titanite Shard (C) [Sen's Fortress]

Strategy

The Heavy Knight is a large enemy so his attacks cover a greater range and do extra damage. However, because of his size, the attacks will take a long time to perform. He is also equipped in heavy armor so your attacks will do much less damage to him than a normal enemy. You cannot perform a Backstab attack on him because of his size.

The Heavy Knight doesn't have many attacks. He has the weapon swing, which he may perform more than once in a row. This attack moves in a horizontal arc in front of him. Since the attack comes out slow, you will have time to run or roll behind him and slash him until he regains his composure. This attack can be blocked. He will also do a Mace slam attack, but just like his previous attack, it takes a long time to perform and can also be blocked. Both of these attacks can be parried, but since the Heavy Knight is so large, you will not be able to perform a riposte attack. You can however, still get a few hits in as he is left stunned. The Heavy Knight can also make use of a Shield Slam that is primarily designed to break your guard, but the slow startup of the attack means it can easily be avoided.

Since all of the Heavy Knight's attacks are slow, you will easily be able to stay behind him and attack him. Just make sure you have enough Stamina to be able to guard or roll his next attack. This enemy will also use his shield to block your attacks, and attacking while he's blocking will just waste your Stamina. You can wait for him to stop guarding, or try and attack the right side of his body, which isn't protected by the shield. The Heavy Knight's attacks may be slow, but they will still heavily damage you, so you must make sure none of his attacks are successful. Remember to keep plenty of Stamina in reserve to ensure he doesn't break your guard. A spell caster will have a much easier time, as this enemy has no ranged attacks and his slow attacks will leave him vulnerable for a long time, allowing you to land a few spell attacks on him.

HP	372	Souls	350	Respawn	NO	Abilities	May heal when health is under 40%

Sen's Fortress	HP	620	Souls	700	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Swing Down (large mace)	303 (PHY)	Strike	Yes	Neither	Slow
Swing	310 (PHY)	Strike	Yes	Neither	Slow
Mace Slam	404 (PHY)	Strike	Yes	Neither	Slow
Shield Slam	378 (PHY)	Strike	No	Neither	Slow

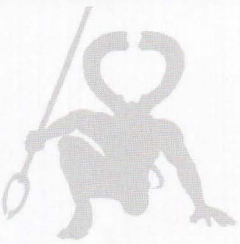
Prowling Demon





Item Drops

Titanite Catch Pole (A)
Demon Titanite (M)



Strategy

The Prowling Demon is a difficult enemy to deal with; his attacks cover a very large span of the area and deal heavy damage when they hit you. His attacks can be guarded against, but at the cost of a large amount of Stamina. This, added to the fact that his attacks cannot be parried, means the best way you can deal with his attacks is by rolling. He is also quite agile and will jump around the area dodging your attacks, meanign you'll often have to chase after him.

The primary attack he uses is a 3-hit combo that consists of two horizontal swings, followed by a vertical slam into the ground. There is also a slightly slower version of this combo that takes slightly longer to execute, but has much greater range. During the combo his tail can also damage you, which limits your evasive options. The best way to deal with the attack is to stay as close as possible to the demon, right behind his empty hand. From this position the attacks will often miss completely because you are outside of the attack's hitbox, allowing you to get some quick hits in. If you cannot get close, block or roll to the left for the first attack, then roll again towards him for the second attack. While he brings his weapon up for the final hit you can then get round to his back and attack.

You can stay behind him and attack, but you must leave some Stamina in reserve, because the enemy will jump to readjust himself to face you again. He may end up jumping on you as he does this, which will also deal damage to you.

His most hard-hitting move is his Grab and Bash attack. He will initiate this by slowly raising his weapon up and then striking the area in front of him. If he is successful this will impale you and smash your body against the ground. This attack will deal huge damage to your health, very likely killing you. Fortunately, it takes a very long time to perform and the hitbox is small, so you can avoid it by backing away.

Spell casters will not have much luck when it comes to fighting this enemy. The Prowling Demon can shoot a lightning spell at you if you're far away, or he may use his jump attack and land on you. You must always be on the move if you're attacking him with spells. This will be a difficult enemy to defeat and will depend entirely upon on how well you consume your Stamina.

HP	1506	Souls	1000	Respawn	NO	Abilities	None

Sen's Fortress	HP	2510	Souls	2000	Respawn	NO
Anor Londo	HP	2635	Souls	5000	Respawn	NO
Catacombs	HP	2133	Souls	1000	Respawn	NO
Lost Izalith	HP	3137	Souls	5000	Respawn	NO

Attack	Damage	Attack Type	Parry	Tracking	Speed
3 Hit Combo	338 (PHY)	Normal	No	Both	Slow
Long Combo	350 (PHY)	Normal	No	Both	Slow
Jump	338 (PHY)	Normal	No	Both	Fast
Lightning	290 (LIG)	Normal	No	Neither	Slow
Grab and Bash*	409 (PHY)	Normal	No	Neither	Slow

*Extremely Powerful Grab Attack

Boss – Bell Gargoyles

09_005

Attacks



Item Drops

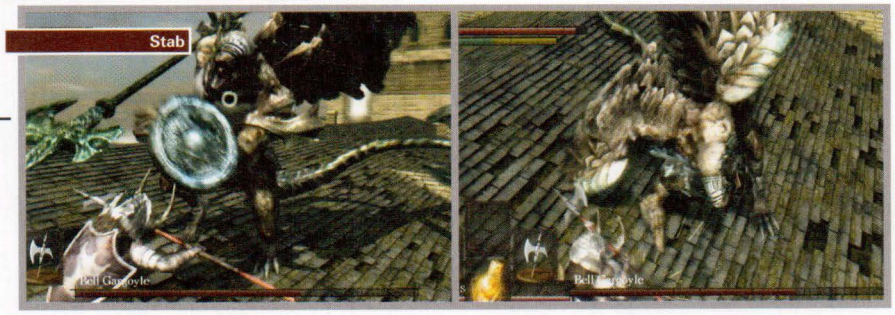
Body: Gargoyle's Halberd (A)
Gargoyle's Shield (A)
Gargoyle Helm (A)
Tail: Gargoyle Tail Axe (M)

Single Swing The Bell Gargoyle slowly brings its weapon back and swings it in a horizontal arc; the hitbox for this attack is huge. You can best deal with this attack by blocking it or rolling under it and attacking the enemy with your weapon as the enemy is recovering from its attack. Don't try and block against the whole three-hit combo or you may find your guard being broken.


Channeler
Heavy Knight (Mace)
Prowling Demon
Armored Tusk
Boss – Bell Gargoyles



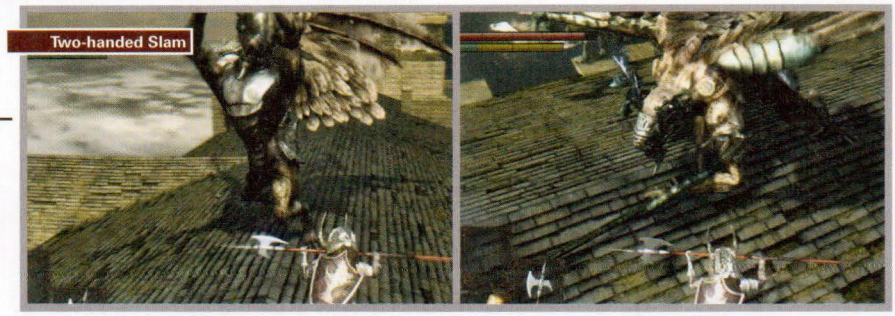
Two-handed Swing The Bell Gargoyle will begin to swing its weapon, but will wield it with two hands for an increase in attack power. You can roll under the attack or block it with your shield and then strike the enemy. Don't try to block all of these or your Stamina will take a serious hit.



Stab The Bell Gargoyle will thrust its weapon towards you. This attack comes out faster than the others and can cover a great distance. So stay focused, be sure to block against this attack or roll to the right and attack if you find yourself near the enemy.



One-handed Slam The enemy will raise its weapon above its head and slam it into the ground in front. This can cause high damage if you don't block it. You can also roll to the right to avoid it.



Two-handed Slam This is the the same as the One-handed Slam, but with more power. You can deal with this attack just like the other Slam attack, so be sure to counter with your own attacks if you end up rolling through it.



Tail Whip The Bell Gargoyle will use this attack if you are standing behind it. It will spin its tail and try to whip you with it. You can reduce the effectiveness of this attack by slicing the tail off during the fight.



Flying Tail Whip The Bell Gargoyle will fly into the air and whip the area in front with its tail. You can block this attack or walk backwards to avoid it completely.



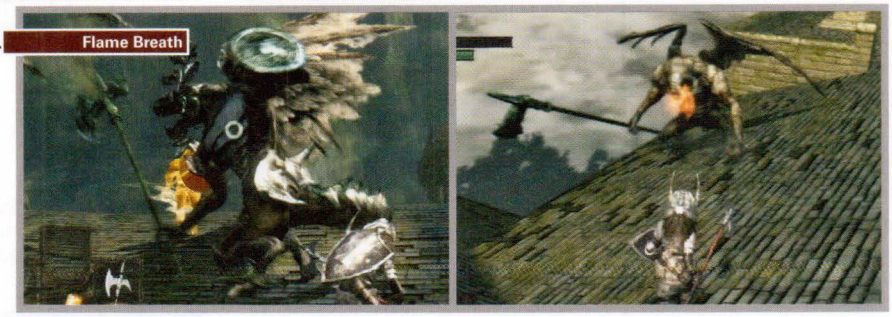
Flying Swing The enemy will fly into the air and swing its weapon towards you. You can avoid this attack by walking backwards. Alternatively, you can simply block against this attack.



Landing Attack The Bell Gargoyle will fly into the air and then quickly land behind you and swing its weapon. This attack comes out fast so it would be easier to deal with it by blocking, the moment you see the enemy begin to land, turn around and block the coming attack.



Shield Bash If you find yourself too close to the enemy, it may try and bash you with its shield. You can roll to the right of this attack as its hitbox is rather small. Then counter with your own attacks as it is left stunned.



Flame Breath The enemy will slowly breathe fire from the right and move the flames to the left. This attack is only used once the enemy drops below 50% of its health. When the enemy begins to initiate the attack, try and run to the left of the enemy's body. You will find yourself next to the flames, but just out of their reach. This way, you will be able to attack the enemy for longer than normal.

Strategy

This battle takes place on a roof, so you must keep away from the edges at all times to avoid being knocked off the building. At the beginning of this fight, aim all of your attacks on its tail to slice it off and gain the Gargoyle Axe weapon. This is easiest to do when the Gargoyle is using its Flame Breath attack.

Once you do around 50% damage to the Bell Gargoyle, a second one will join the fight. Fortunately, the second one will only have around 50% health. Concentrate all your attacks on one, so you aren't overwhelmed. The enemies are weak to spell attacks, so if you find yourself with a spare Gold Pine Resin, be sure to use it.

HP	999*	Souls	1500**	Respawn	–	Abilities	None

*Tail can be cut, HP65 / **Defeat 2 to acquire souls

Attack	Damage	Attack Type	Parry	Tracking	Speed
Single Swing	221 (PHY)	Normal	No	Neither	Slow
Two Handed Swing	226 (PHY)	Normal	No	Both	Slow
Stab	255 (PHY)	Normal	No	Neither	Medium
Shield Bash	221 (PHY)	Normal	No	Neither	Slow
One Handed Slam	275 (PHY)	Normal	No	Neither	Slow
Flying Swing	319 (PHY)	Normal	No	Neither	Slow
Flying Tail Whip	365 (PHY)	Normal	No	Neither	Slow
Two Handed Slam	288 (PHY)	Normal	No	Neither	Slow
Landing Attack	225 (PHY)	Normal	No	Neither	Fast
Flame Breath	281 (FIR)	Normal	No	Neither	Medium
Tail Whip	343 (PHY)	Normal	No	Neither	Slow

The Depths



The Depths contain a few enemies you have already encountered, like the Zombies and Undead Attack Dogs. The Undead Rats also make a return, but they have now mutated and are much bigger. The new enemies include The Slime, which latches itself onto the ceiling and waits for you to walk by before ambushing you, and the cleaver wielding Butcher who is ready to feed you to the boss of the depths. The bottom of the depths is home to the Gaping Dragon, the king of all dragons. Be sure to bring status healing items, as these enemies will try and take you down with Poison and Curse attacks.

Previously Encountered Enemies	First Encountered
Zombie (Sword)	Undead Asylum
Zombie (Torch)	Undead Burg
Undead Attack Dog	Undead Burg
Channeler	Undead Parish
Undead Rat (Small)	Firelink Shrine

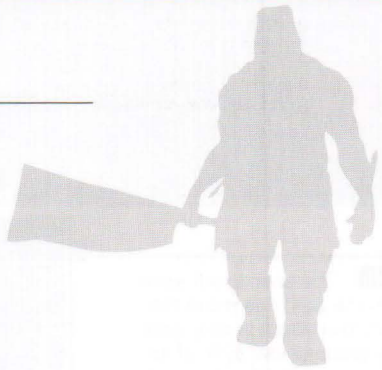


Butcher



Item Drops

Sack (C)



Strategy

The Butcher is armed with a giant cleaver that can reduce your health by a large amount if you allow yourself to get hit by it. One of the Butcher's main attacks is a horizontal Swing, which can be done up to three times in quick succession. While you can block this attack (and then move around for the obligatory Backstab), it is rather slow, so it can be just as effective to use a parry and riposte. The enemy also has a Cut attack that can cover range and a sword slam attack, which can be blocked and avoided rather easily, so you can go for the long overdue Backstab as it performs this attack.

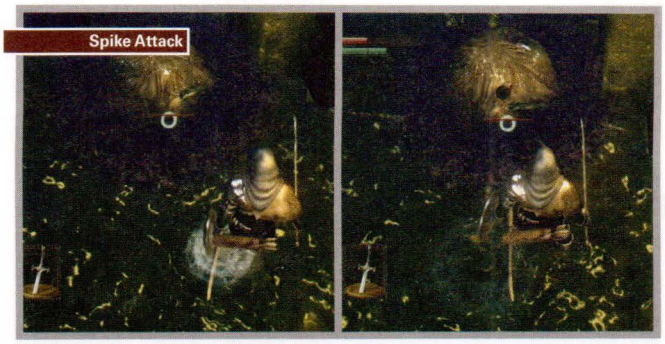
Although the other attacks are rather easy to block or evade, you have to keep an eye out for the Knock and Cleave attack. This attack will knock you down to the ground and the Butcher will then follow with an attack wielded with all its strength. This will cause huge damage and cannot be avoided if the first hit succeeds. The Butcher will initiate this attack with his left hand and takes a while to perform. Use this time to take a few steps back and wait until the Butcher has missed the attack, giving you the chance to counter with your own hits.



HP	672	Souls	500	Respawn	NO	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Cut	282 (PHY)	Normal	Yes	Neither	Slow
Sword Slam	337 (PHY)	Normal	No	Neither	Fast
Swing	316 (PHY)	Normal	Yes	Both	Slow
Knock and Cleave	378 (PHY)	Normal	No	Neither	Slow

Slime



Item Drops

Large Titanite Shard (A)/Green Titanite Shard (A)



Strategy

Slimes will usually start off attached to the ceiling, where they wait for their prey to pass beneath them. As soon as you are below one, it will drop down and envelope you in a Grab, using multiple attacks for a large amount of accumulative damage. If you know one is in the area, keep watch on the ceiling and lure it into dropping down by walking beneath it. You can then instantly backstep to avoid the grab. Once it's on the ground, it will generally use one of two attacks. The first is the Body Slam, during which the Slime will slowly increase in size, and then attack you with its body. The second is the Spike Attack, in which bone spurs jut out around the Slime's entire body. Both attacks are quite slow and thus can be easily blocked.

The Slime has a high defense so it won't go down quickly, but with attacks that can easily be blocked, you shouldn't have too much trouble against this enemy. The biggest danger is when there is a group of them, as the group of enemies can attack in quick succession, causing you to lose Stamina and break your guard. Take advantage of its lack of speed by keeping your distance.

HP	142	Souls	–	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Grab*	91 (PHY)	Strike	No	Neither	Medium
Body Slam	158 (PHY)	Normal	No	Neither	Slow
Spike Attack	168 (PHY)	Normal	No	Neither	Medium

*Extremely Powerful Grab Attack



Large Undead Rat

Strategy

This Undead Rat is larger than the previous version; as a result it gains an increase in attack power and health. Despite having the same attacks as the smaller rat, its attack range has now increased due to its increase in size. Just like with the smaller version, its attacks will do Poison damage to you so be sure to have Poison healing items. Its bite, scratch and head butt attacks can still be blocked like with the smaller version, so when it is left stunned from attacking your shield, be sure to get a few attacks in.

You will need to keep your guard up to decrease the build-up of Poison, but make sure to lower it between its attacks, so that your Stamina can recover faster. The Large Undead Rat will attack in groups, which will be much harder to deal with than a single one. Like before you must not allow yourself to be overwhelmed by the multiple enemies' attacks or your guard will break and you'll begin to lose health. An easier strategy is to take them out one by one from a distance with a spell or ranged weapon so you will have less enemies to fight against.

Item Drops

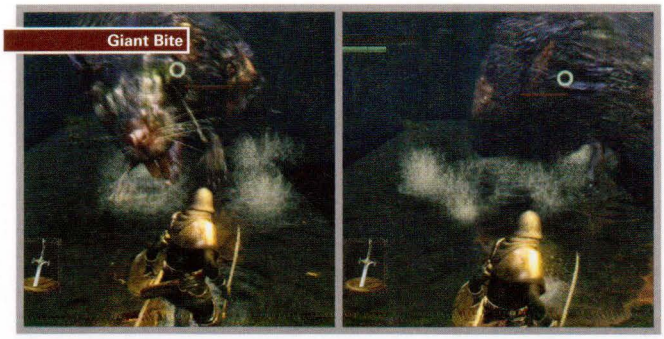
Humanity (A)



HP	140	Souls	60	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Bite	165 (PHY)	Normal	Poison: 45	No	Both	Fast
Head Butt	213 (PHY)	Strike	Poison: 45	No	Both	Fast
Scratch	182 (PHY)	Normal	Poison: 45	No	Both	Fast

Giant Undead Rat



Item Drops

Humanity (M)



Strategy

This Undead Rat towers over the large version in size and thus has a huge increase in attack power and health. This enemy will prove much more difficult to defeat than the previous rats. Like the Large Undead Rat, it has the same attacks as before and still does Poison damage, so be sure to bring Poison healing items. All of its attacks now have a huge increase in range due to its giant stature.

Due to the increase in size and attack power, any attempt to block the Giant Undead Rat's Scratch attack will only result in you taking a large amount of damage and having your guard broken. Wherever possible, take advantage of the slower attack speed this attack has, and try use Rolls to evade it rather than attempt to block it. Once you have rolled under you can strike as it is left to recover. You can still block against the other two attacks, but these now consume more Stamina. As a result, you cannot spend too much time with your shield up. So after blocking against one attack, be sure to lower your shield so your Stamina can increase at a faster rate, giving you enough Stamina to block against another attack and then counter. By blocking against the attacks, you will receive less Poison damage, which is good as you don't want to spend time healing, giving the enemy a chance to strike you.

If you find that you are having trouble defeating this enemy then here is a way to triumph over the Giant Undead Rat with ease. You will see a pit where the large ember is located, hidden behind breakable barrels and boxes close by. When you fall down into this pit you will find yourself on a ledge directly above the enemy. From here you can attack with spells or a ranged weapon without fear of rats attacking you. You can also walk off the ledge and perform a falling stab attack to damage the enemy by a large amount, allowing you to defeat the enemy quicker. You do, however, need to time your jump right as the enemy may walk away making you miss the attack and giving the enemy the opportunity of attacking you while you are stunned.

HP	693	Souls	400	Respawn	NO	Abilities	None

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Giant Bite	282 (PHY)	Normal	Poison: 12	No	Both	Fast
Giant Scratch	289 (PHY)	Normal	Poison: 12	No	Both	Fast
Giant Head Butt	351 (PHY)	Normal	Poison: 12	No	Both	Fast

Basilisk

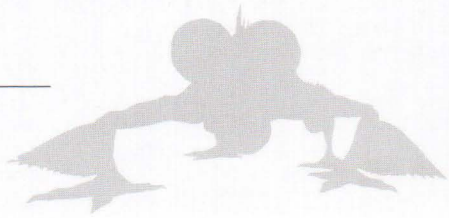
Strategy

The Basilisk cannot directly attack you and inflict damage. It instead relies upon its breath attacks that create a white mist cloud over a small area. Any time spent in the vicinity of the mist will cause you to start becoming Cursed, so make sure you get out of the area quickly. Its second attack is a jump spit, which it may use when there is distance between the two of you. The Basilisk will jump towards you and spit as it is airborne. This spit attack will also cause the Curse status effect on you.

Fortunately, this enemy does not have much health or defense and the attacks take a while to perform so you will be able to kill it easily. A group of these enemies will be able to Curse you much more quickly. Make sure you kill them as soon as possible and stay out of the mist attack. You may have some difficulty defeating this group of enemies from a distance. Although they don't have much health, they do travel very quickly, so they may close the distance as you are attacking with a spell or ranged weapon.

Item Drops

Eye of Death (A)





HP	117	Souls	200	Respawn	YES	Abilities	None

The Great Hollow/Ash Lake	HP	193	Souls	400	Respawn	YES

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Curse Breath	–	Normal	Curse: 20	No	Both	Slow
Jump Spit	–	Normal	Curse: 9	No	Neither	Medium



Boss – Gaping Dragon

Basilisk

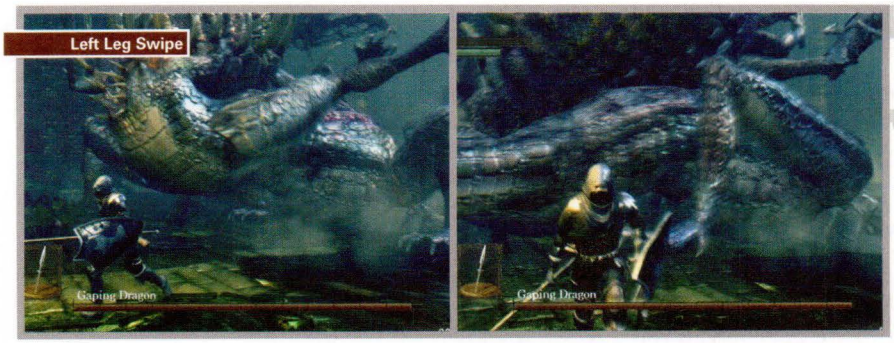
Boss – Gaping Dragon

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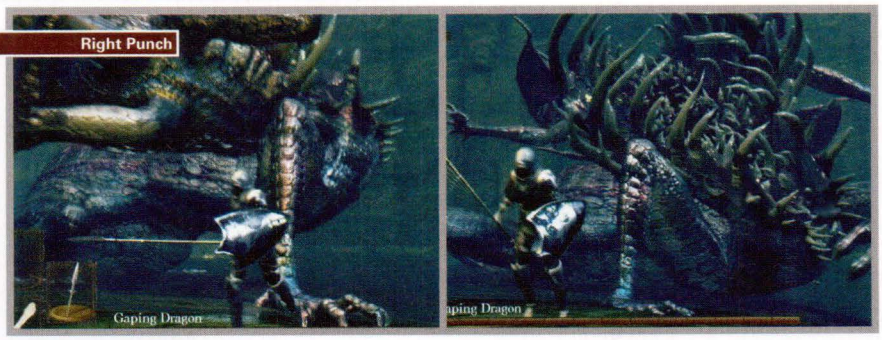
Attacks

Item Drops

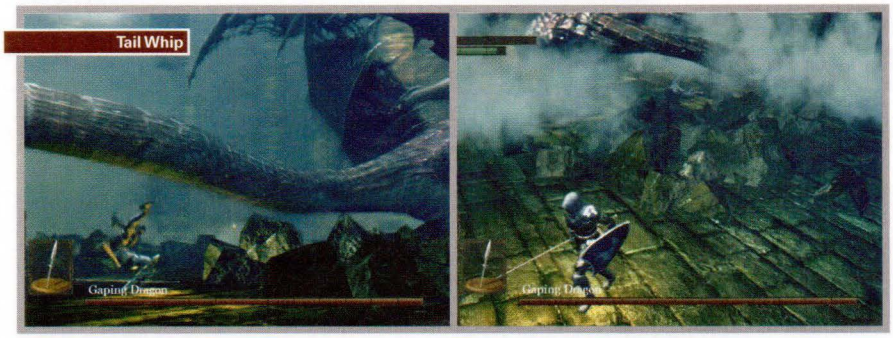
Blighttown Key (M)
Tail: Dragon King Greataxe (M)



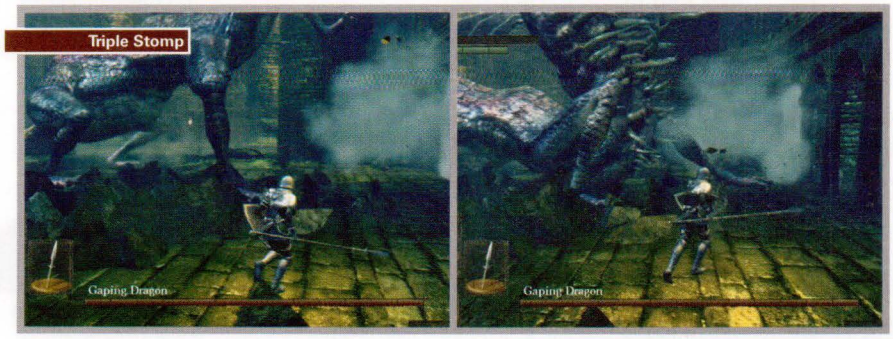
Left Leg Swipe The Gaping Dragon will slowly bring its left leg up and then swing it across its front. This attack covers great range, so it is best to either run away from it, or try and stick to the enemy's right-hand side as it does this attack and start attacking with your weapon.



Right Punch The enemy will punch you with its right arm. This attack doesn't cover much distance, which enables you to run to the left-hand side of the enemy and start attacking with your weapon before it has a chance to use another attack.



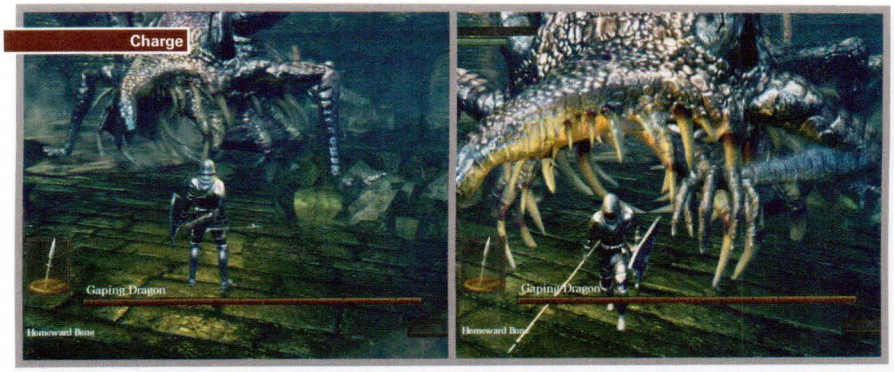
Tail Whip The Gaping Dragon will swing its tail to one side of its body. The best strategy is to quickly run to the enemy's front to avoid the attack. You can cut off the tail during the fight so the enemy will no longer use this attack.



Triple Stomp The enemy will bring its leg up and quickly stomp three times in succession. The Gaping Dragon focuses this attack on the area in front of it. As it does this attack you can run to the side and attack with your weapon.

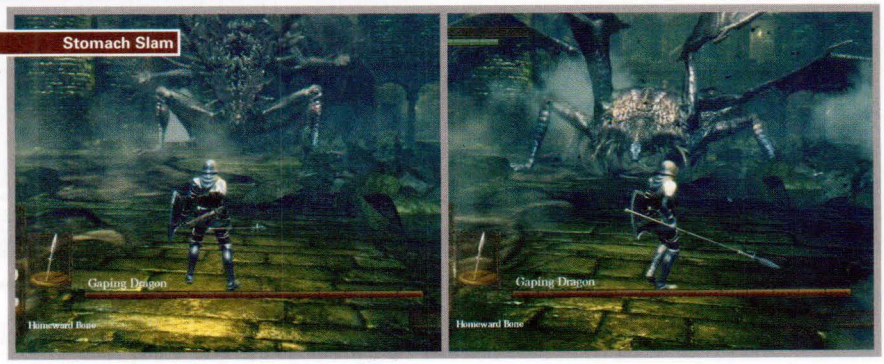


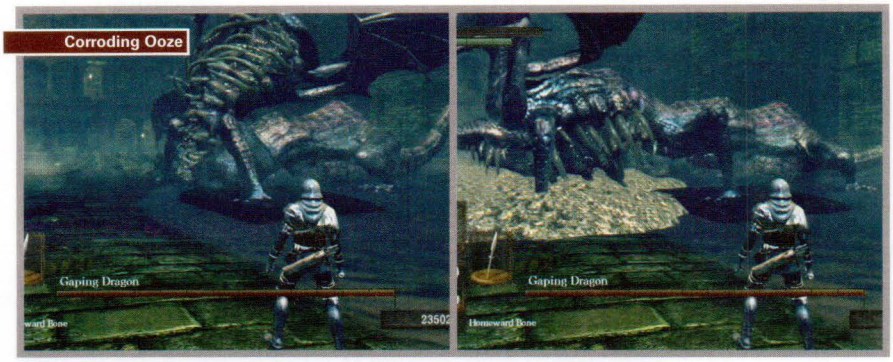
Jump The Gaping Dragon will fly up into the air and try to land on you. Keep the camera focused up above so you can see where the dragon is going to land and make sure to sprint so you can avoid the attack easier.



Charge The enemy will begin to charge in a straight line. You can run to the sides to avoid this attack, as the enemy can't change direction. Once the Gaping Dragon stops charging, it will pause for a moment to recover. You can use this time to launch your counterattack.

Stomach Slam The enemy will point its stomach in the air and then slam it into the ground with great force. Avoid the attack by running away or you can try rolling into it by the enemy's side. The latter is difficult to do however, as you need to time the roll just right. After this attack, the enemy's teeth will be stuck in the ground leaving it defenseless, which gives you the opportunity to attack.





Corroding Ooze The enemy will point its stomach towards the ground and will expel a liquid that soon covers a big portion of the area. You must run away from the liquid as staying in it will begin to degrade your equipment's condition. If you stay in it for too long it is possible for your whole armor set and weapons to break, leaving you with no way to attack or defend.

Strategy

In this battle, it's recommended to deal with the attacks by running away, instead of rolling or blocking. The Gaping Dragon's attacks are very powerful, so trying to block against them may end with your guard being broken and a large amount of your health being drained. As the attacks cover a large area, you may still find yourself getting hit while rolling.

When you first enter the battle, be sure to focus all of your attacks on its tail. Slicing it off will remove the tail whip attack and also gain you the Dragon King Greataxe. Afterwards, stick mainly to its sides or rear, as they are the safest spots. It will use its Jump attack to fix its position, but stay persistent and sprint back to its safe spots and attack. Keep an eye out for its Charge and Stomach Slam attacks as the Gaping Dragon will spend a long time recovering after using those attacks. So be sure to wield your weapon with two hands for the increase in attack power.

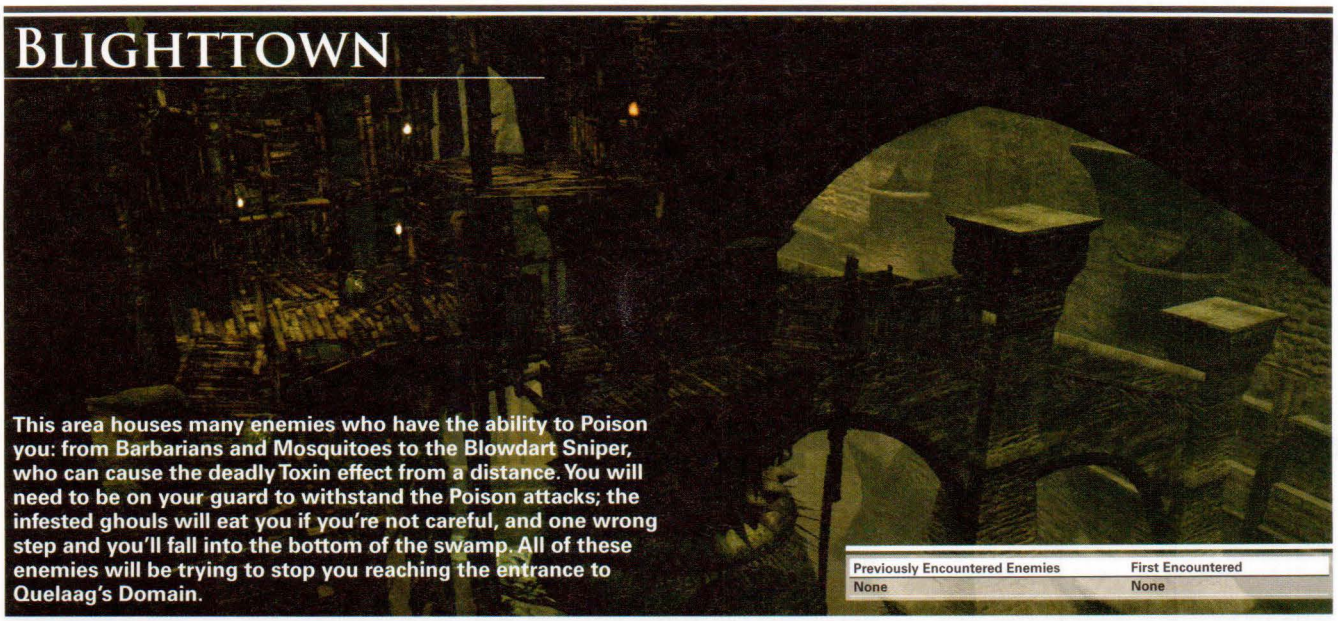
You may find it easier to use a ranged weapon in this fight, as the enemy only has one ranged attack, which is the Jump. The Gaping Dragon is a slow enemy in general, so you should be able to damage it quite a bit before it will be able to attack you at close range. The enemy takes greater damage from lightning attacks, so use Gold Pine Resin if you have any in your inventory.

HP	4401*	Souls	25000	Respawn	–	Abilities	None

*Tail can be cut, HP300

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Right Punch	252 (PHY)	Normal		No	Neither	Slow
Triple Stomp	558 (PHY)	Normal		No	Neither	Medium
Left Leg Swipe	360 (PHY)	Normal		No	Neither	Slow
Stomach Slam	558 (PHY)	Normal		No	Neither	Medium
Charge	558 (PHY)	Normal		No	Neither	Medium
Tail Whip	360 (PHY)	Normal		No	Both	Slow
Corroding Ooze	180 (PHY)	Normal	Durability Dmg: 22	No	Neither	Slow
Jump	558 (PHY)	Normal		No	Neither	Fast

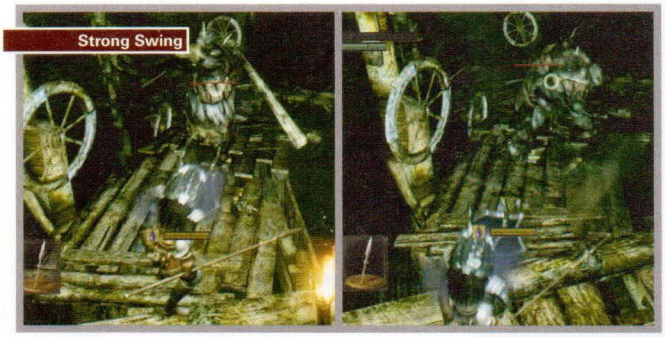
Blighttown



This area houses many enemies who have the ability to Poison you: from Barbarians and Mosquitoes to the Blowdart Sniper, who can cause the deadly Toxin effect from a distance. You will need to be on your guard to withstand the Poison attacks; the infested ghouls will eat you if you're not careful, and one wrong step and you'll fall into the bottom of the swamp. All of these enemies will be trying to stop you reaching the entrance to Quelaag's Domain.

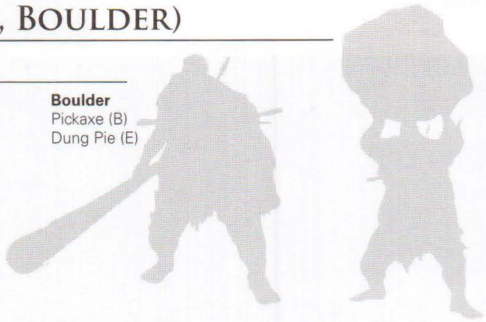
Previously Encountered Enemies	First Encountered
None	None

Infested Barbarian (Club, Boulder)



Item Drops

Club	Boulder
Large Club (A)	Pickaxe (B)
Dung Pie (E)	Dung Pie (E)





Club

The Infested Barbarian's club will deal high damage if it hits you; fortunately it can be blocked rather easily. Its main method of attack is swinging its weapon at you wildly. The Barbarian may follow up the attack twice for a three-hit combo. You can block its attack and then move behind it for a Backstab attack. Its attacks are slow to perform so they will also be easy to parry. The Barbarian's strongest attack is the Two-handed Slam. This can also be blocked and parried rather easily, so be sure to parry and counter with your riposte attack. All of its attacks inflict Poison damage, so evading them as much as possible is crucial.

Infested Barbarian (Club)

HP	883	Souls	250	Respawn	YES	Abilities	None

Infested Barbarian (Boulder)

HP	883	Souls	350	Respawn	YES	Abilities	None

Boulder

This Barbarian is armed with a giant rock. It deals high damage and is harder to block than the club-wielding Barbarian. From a distance it will throw its rock at you before picking up a replacement one. It may also roll the rock in a straight line, but you can easily move out of the way of this and perform a Backstab. The same applies to its swing and smash attacks, as the attack speed is slow for both.

Attack	Damage	Attack Type	Parry	Tracking	Speed
Swing (Club)	396	Normal	Yes	Neither	Slow
Strong Swing (Club)	382	Normal	Yes	Neither	Slow
Two Handed Slam (Club)	432	Normal	Yes	Neither	Slow
Throw (Boulder)	423	Strike	No	Neither	Slow
Smash (Boulder)	405	Strike	No	Neither	Slow
Boulder Roll (Boulder)	324	Strike	No	Neither	Medium
Boulder Swing (Boulder)	342	Strike	No	Both	Slow

Infested Ghoul (Sword, Spear, Blunt)

Strategy

The Infested Ghoul has a wide range of attacks that you've seen by now from numerous enemies in previous areas. It will mostly attack by swinging its weapon wildly to try and overwhelm you. The Ghoul's weapon attacks can be blocked rather easily, and after you successfully guard one, move behind the enemy and perform a Backstab attack. Its strong attack can be parried rather easily as it's very slow with an easy parry timing. The Ghoul's most damaging attack is the grab; you can tell when it's about to use it as it will hold both of his arms out, readying to jump. If successful the ghoul will keep biting at you, causing high damage to your health and most likely killing you. Be sure to interrupt the attack by hitting the ghoul when you see both of its arms out.

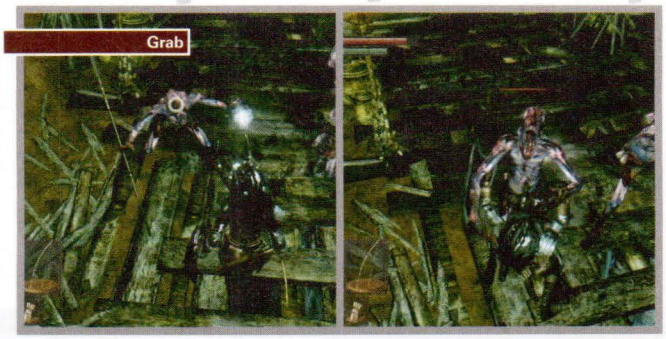
There are three different types of this enemy each wielding a different weapon: a sword, a spear and a corpse. It makes little difference what they wield as they all have the same attacks and health. These enemies are dangerous in groups as they can break through your guard and kill you in moments. Attacking from a distance is best to reduce their numbers more easily.

Item Drops

Sword
Broken Straight Sword (A)

Spear
Spear (A)

Blunt
Soul of a Lost Undead (C)
Large Soul of a Lost Undead (C)
Soul of a Nameless Soldier (B)
Humanity (A)



Infested Ghoul (Sword)

HP	365	Souls	150	Respawn	YES	Abilities	None

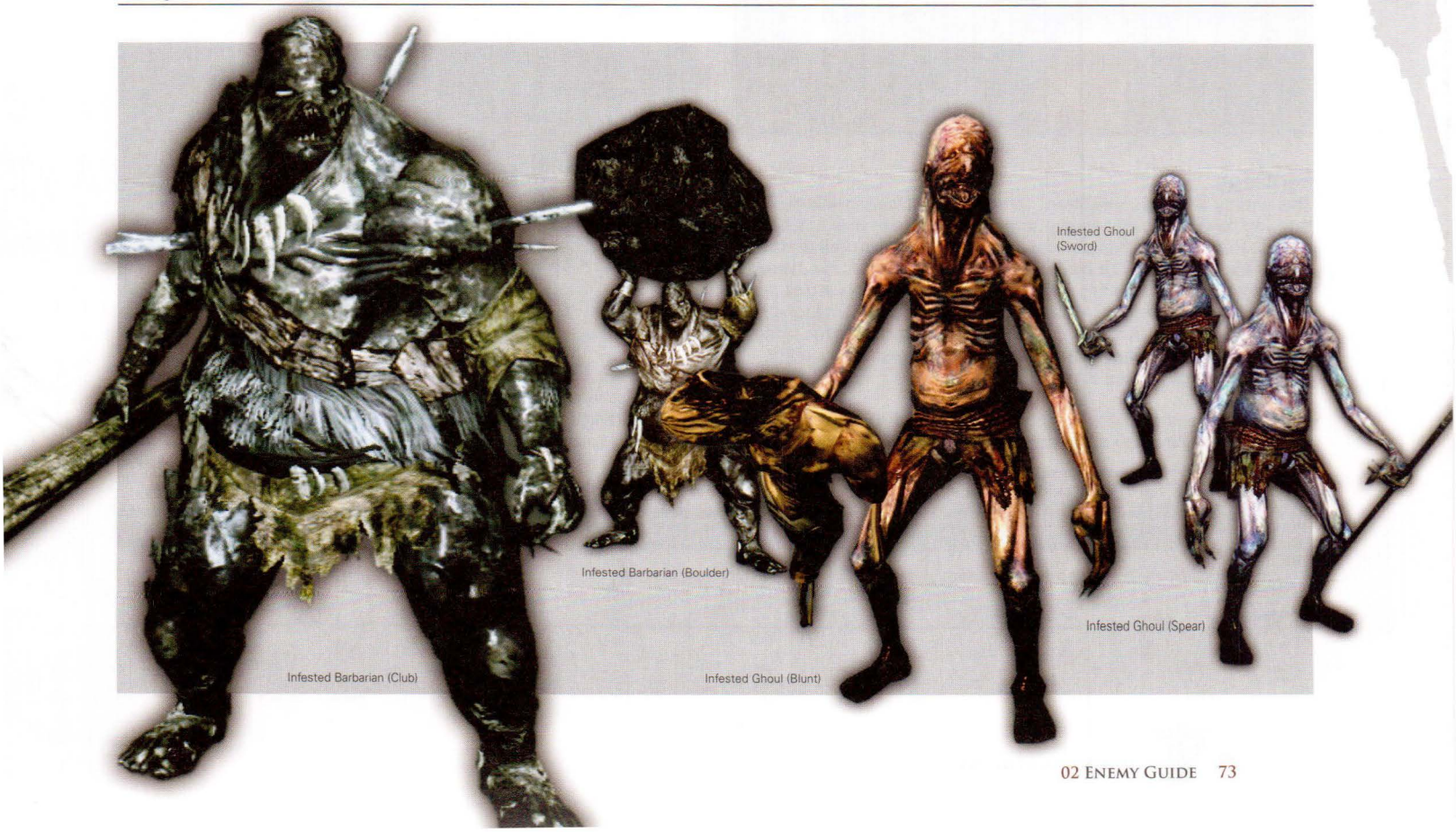
Infested Ghoul (Spear)

HP	365	Souls	150	Respawn	YES	Abilities	None

Infested Ghoul (Blunt)

HP	365	Souls	150	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Swing (Sword)	248 (PHY)	Normal	Yes	Both	Fast
Strong Attack (Sword)	351 (PHY)	Normal	Yes	Neither	Slow
Jump Stab	335 (PHY)	Normal	Yes	Neither	Medium
Push	191 (PHY)	Strike	No	Neither	Fast
Grab	113 (PHY)	Normal	No	Neither	Slow
Swing (Spear)	238 (PHY)	Normal	Yes	Both	Fast
Strong Attack (Spear)	320 (PHY)	Normal	Yes	Neither	Slow
Swing (Blunt)	265 (PHY)	Strike	Yes	Both	Fast
Strong Attack (Blunt)	385 (PHY)	Strike	Yes	Neither	Slow



Blowdart Sniper

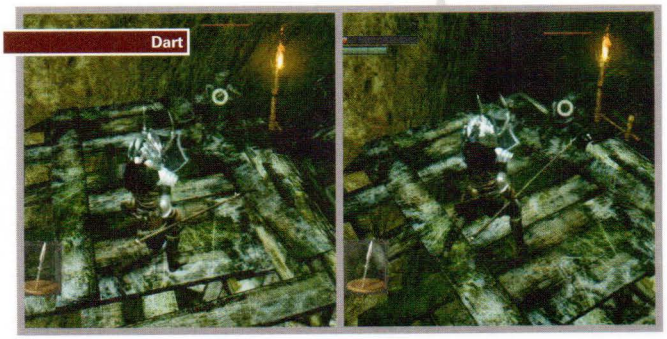
Strategy

This enemy will shoot darts at you from a distance, causing instant Toxin damage. The form of Toxin used by this enemy is extremely potent, and can reduce your HP very quickly; before venturing into this area, make sure you have the appropriate restorative items to avoid an untimely death. The darts it fires can be blocked, however, which greatly reduces the Toxin build-up. You need to try and get close to the enemy while not taking enough darts to cause the status effect.

In addition to using your shield to block, you can also use the walls to block the darts and then try to run towards the next nearest wall. Another way is to wait behind the wall and see if the enemy ends up approaching you. If so, you will be able to ambush it before it will have a chance to attack with its darts. Once you have reached it, you can kill it quickly as the Blowdart Sniper doesn't possess high health at all.

Item Drops

Purple Moss Clump (M)
Blooming Purple Moss Clump (C)



HP	93	Souls	500	Respawn	NO	Abilities	None

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Dart	–	Thrust	Venom: 80	No	Neither	Fast
Push	67 (PHY)	Thrust	Venom: 80	No	Neither	Medium

Flaming Attack Dog



Item Drops

None



Strategy

This enemy is a slightly different version of the Undead Attack Dog that you have previously encountered, and it smaller size makes it much harder to hit. It has the identical Bite and Jumping Bite attacks to the bigger version, but has now gained a new attack: fire breath. The enemy will breathe fire in the area in front of it; this attack can only be blocked if your shield has good fire resistance or else you'll take damage. You can run to its side as it's breathing the fire, giving yourself an opportunity to attack. The enemy will jump around to avoid your attacks, so be sure not to attack wildly.

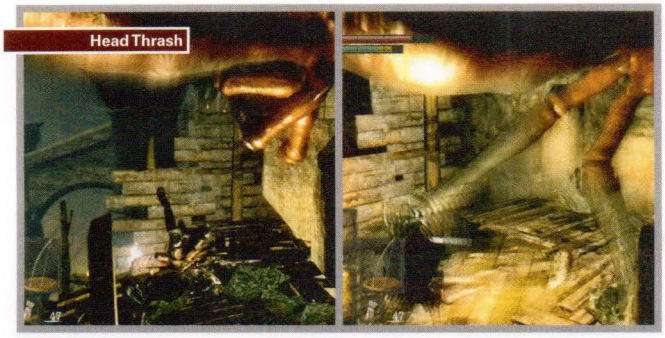
This enemy does not possess much health, but the problem lies in actually hitting him. You'll find that your attacks will miss due to its small size, so create some distance so you don't end up swinging your weapon above its body. You can defeat them quite easily with spells or ranged attacks, as they don't have much health. These enemies will cause great harm to you if they attack in a group. Be sure to take advantage of any enemy who is engaged in the fire breathing attack, by attacking them as they are stuck in the animation.

HP	124	Souls	150	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Bite	218 (PHY)	Normal	No	Both	Fast
Jumping Bite	284 (PHY)	Slash	No	Neither	Fast
Fire Breath	374 (FIR)	Normal	No	Left	Medium



Parasitic Wall Hugger



Item Drops

None

Strategy

The Parasitic Wall Hugger is a sort of guardian of an area in Blighttown, sealing off the entrance to a small tunnel. Upon killing it, it will never respawn, allowing you free access to this area. The Parasitic Wall Hugger cannot be parried or Backstabbed.

Its main attack is to thrash its bulbous head wildly when you come near. This is a damaging attack, and is very difficult to block since it hits numerous times. It will also shred your Stamina to pieces, and if it hits you, will very likely knock you clean off the narrow platform, plunging to your doom. As a result, it is imperative you take out the Wall Hugger from a distance, either with magic or a ranged weapon like a Bow or Crossbow. If you are forced to go up close, move near it to bait it into using the Head Thrash attack, then punish its recovery quickly with one or two attacks.



HP	594	Souls	1000	Respawn	NO	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Head Thrash	459 (PHY)	Thrust	No	Both	Fast
Leg Stab	450 (PHY)	Thrust	No	Both	Fast

Giant Mosquito

Strategy

The Giant Mosquito possesses a very low amount of health; it will only take one or two hits to kill it. These enemies will attack in groups to try and kill you. Their main attack is their stinger, they can sting you up to four times. Each hit can be blocked, but when there is a group of enemies doing it, your guard will break and they will start depleting your health. Their second attack is a projectile, that can hit you from a few paces away. All of the Giant Mosquito's attacks cause Poison build-up, so try to evade them rather than block to keep it to a minimum.

You will usually see a swarm of these enemies slowly flying towards you from a distance. In this case you can use a ranged weapon or a spell to kill them before they get the chance to harm you. Even if there is a group of them, you should be able take them all out quite easily due to their low health. These enemies make a distinctive noise, so you can hear them from far away. You can then prepare as they slowly fly towards you.

Item Drops

None



HP	50	Souls	–	Respawn	YES	Abilities	Spawns from the swamp

Attack	Damage	Attack Type	Parry	Tracking	Speed
Sting	198 (PHY)	Normal	No	Both	Fast
Blood Toss	108 (PHY)	Normal	No	Neither	Medium

Giant Leech

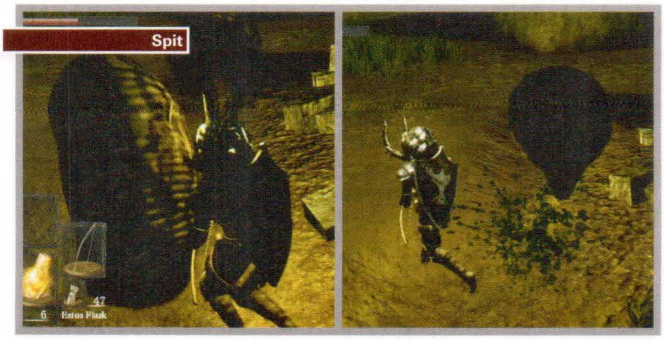
Strategy

The Giant Leech possesses low health and only a few attacks. Its Head Smash attack can do some damage, but it can easily be blocked. If you are a short distance away from the enemy then it may use its Jumping Smash attack, but this can also be blocked easily. Its spit attack can also be used at range, however, and inflicts Poison damage as well. If you avoid any of these attacks, you'll have plenty of chances to retaliate, as it takes a while for it to recover.

A group of these enemies can be trouble as they may break your guard if you hold your shield up for too long. Also, the swamp area will restrict your movement and Poison you if you stay in it for too long, which the enemy may take advantage of. By standing on dry land where your movement isn't restricted, you can easily take out an entire group of these enemies in relative ease with either ranged attacks or spells.

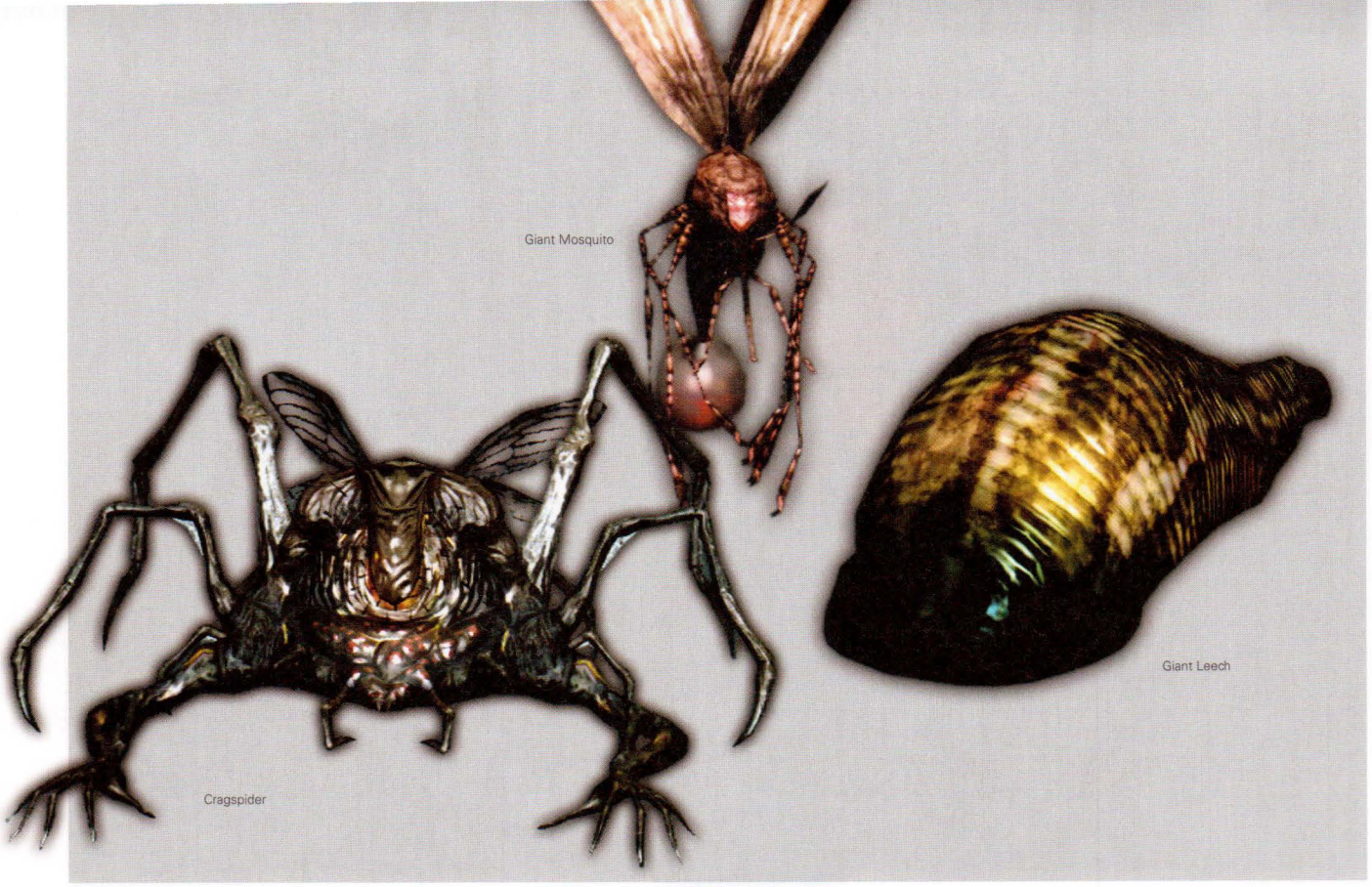
Item Drops

Large Titanite Shard (B)/Green Titanite Shard (A)



HP	124	Souls	100	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Head Smash	232 (PHY)	Normal	No	Neither	Slow
Jumping Head Smash	284 (PHY)	Normal	No	Neither	Medium
Spit	180 (PHY)	Normal	No	Neither	Medium



Cragspider

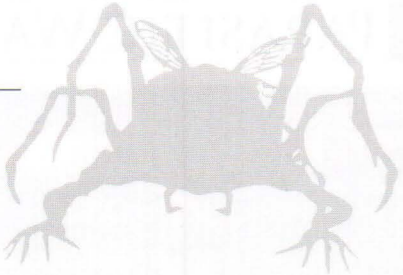
Strategy

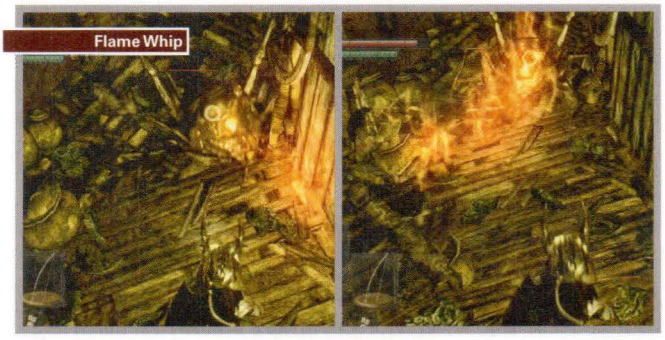
The Cragspider shouldn't give you too much difficulty; it possesses low health and only has a few attacks. The main attack that it will use is the Flame Whip. This can be blocked easily if you have a shield with good fire resistance equipped. If you don't have one in your inventory, just hold back until the enemy has finished using the attack and then strike. It should only take a few hits to bring the Cragspider down.

The enemy may also plant Fire Eggs, which explode on impact. These are easy to spot and they will disappear shortly after they have been deployed so long as you don't come into contact with them. You can kill the enemy easily from a distance with spells or a ranged weapon as this enemy doesn't have any ranged attacks and isn't particularly fast when it comes to closing the distance. You may come across a group, but they are still not as difficult as other enemies in this stage.

Item Drops

None





HP	167	Souls	100	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Slap	238 (PHY)	Normal	No	Neither	Slow
Flame Whip	337 (FIR)	Normal	No	Neither	Medium
Fire Egg	396 (FIR)	Normal	No	Neither	Slow

Quelaag's Domain

Quelaag's Domain is an extremely short area that contains only a few enemies and the boss, Quelaag herself. A short tunnel houses a few Egg Carrier and Vile Maggots, good sources of souls but risky to take on right before a boss. The area after Quelaag leads to the second Bell of Awakening, and the route to the Demon Ruins, which cannot be fully explored until after the Lord Vessel is placed at the Firelink Altar.

Previously Encountered Enemies	First Encountered
None	None

Egg Carrier

Strategy

The Egg Carrier is a servant of Quelaag, and usually is slow-moving and easy to avoid. The real danger comes when you kill the Egg Carrier, and the Vile Maggots burst forth from its corpse. The Egg Carriers are also unique in that they are the only enemy that can inflict a certain status condition, the Egg Infection. This will cause you to eventually sprout an egg-like growth on your head, which in turn stops you from equipping helmets. To cure this, you will need to use the Egg Vermifuge item.

The Egg Carrier uses an unblockable grab attack to infect you, so avoid this at all costs. The only other attack it has, is a short ranged attack that uses a protruding maggot to attack you. This is easy to avoid, and the Egg Carrier will go down in a few hits.

Item Drops

None



HP	129	Souls	–	Respawn	YES	Abilities	Death by fire will avoid eggs hatching

Attack	Damage	Attack Type	Parry	Tracking	Speed
Maggot Stab	203 (PHY)	Normal	No	Neither	Slow
Parasitic Infection*	297 (PHY)	Normal	No	Neither	Medium

*Causes Egg Infection

Vile Maggot

Strategy

The small, unassuming Vile Maggots sprout from the corpse of an Egg Carrier in groups of five. While they are very frail and completely vulnerable when they first appear, once they hit you, it is highly likely that you will be combo'd to death by the maggots without being able to move at all. Their attacks are incredibly fast and relentless, with almost no cooldown between them.

The best solution is to use a hammer, mace or axe type weapon to destroy them in one strike as soon as they hatch from the Egg Carrier. This is made possible as they are grouped closely together as soon as they hatch. Make sure their Jumping Bite never hits, as you will be combo'd to death.

Item Drops

None



HP	68	Souls	15	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Jumping Bite	205 (PHY)	Normal	No	Neither	Fast
Blood Spit	81 (PHY)	Normal	No	AOE	Medium



Boss – Quelaag

09_007

Item Drops

Soul of Quelaag (M)

Attacks



Lava Spit This attack comes from the large spider that is the lower half of Quelaag's body. The spider will spit a large pool of lava either directly in front of it, or where you are standing. This lava lingers for a long time, causes significant fire damage, and can quickly block off the battlefield if you allow Quelaag to use it too much. It also cannot be blocked.



Triple Fire Slash Quelaag's own direct form of attack. She will extend her fire sword and swing it twice, before using it in a final stab. This sequence can be blocked, but blocking all of it will reduce your Stamina bar drastically. It is best avoided, either by staying very close to Quelaag, or staying near her sides and back. This attack has a small hitbox, so you will often find yourself passing underneath it.



Fire Stab This is a long-range thrust from Quelaag's fire sword. It is also the attack she uses as the last hit in her Triple Fire Slash sequence. It is the same here, easy to block and even easier to sidestep.



Lava Spew Quelaag's spider half will begin to spew pools of lava. This has a massive area of effect due to each glob of lava exploding when it hits the floor, quickly resulting in whole areas of the floor being covered in lava. If you don't get behind Quelaag quickly, you will be either surrounded or immersed in the lava.



Fire Burst An explosion of fire energy. This attack has a tell-tale animation where Quelaag will raise herself on her hind legs and charge up. Use this opportunity to back away as fast as possible. This attack can be blocked, but it will do massive damage to your Stamina.



Leaping Lava Spit When you are a good distance away, Quelaag will jump towards you and spit lava at you at the same time. Similar to the Lava Spit attack, but has greater range.



Leg Stomp This attack is designed to deter you from staying near Quelaag's rear and hind legs. Quelaag will raise either her left or right legs, and then bring them down swiftly and forcefully.

Strategy

You are better off going for all out offense in this battle rather than trying to guard Quelaag's few attacks that are blockable. For this reason, switch to two-handed as soon as you begin the battle, using your most powerful weapon. Try to wear armor that is resistant to fire damage, and a shield that can block a good amount of fire damage.

You'll want to stay as close as possible to Quelaag's front and sides at all times. The nearer you are, the less likely it is that Quelaag will use her Lava Spew attack, which will render large areas of the battlefield unusable. Stay close to the front of Quelaag, slightly to one side, and try to wait for her to initiate her Triple Slash. This is a great time to move further down her side and attack as much as possible.

While you are close, if you see her raise her leg, its either a Fire Burst or Leg Stomp attack. Either way, move backwards out of range as fast as possible. If you stay near her rear, you will be even less likely to get hit by her lava and sword attacks, but she will be more likely to use the Fire Burst attack.

HP	3139	Souls	20000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Triple Fire Slash	108 (PHY)/367 (FIR)	Normal	No	Neither	Medium
Lava Spit*	335 (FIR)	Normal	No	AOE	Fast
Leg Stomp	605 (PHY)	Normal	No	Neither	Medium
Fire Burst	691 (FIR)	Normal	No	AOE	Slow
Leaping Lava Spit*	335 (FIR)	Normal	No	AOE	Fast
Fire Stab	108 (PHY)/432 (FIR)	Normal	No	Neither	Medium
Lava Spew*	198 (FIR)	Normal	No	AOE	Medium

*Leaves lava on ground causing damage if stepped on

The Great Hollow

The Great Hollow is a tumultuous area full of precarious pathways that spiral downwards. The footing is treacherous, and the allure of various items dotted around in hard to reach places can prove tempting but dangerous. There aren't many enemies around, but the fiendish Basilisks can reach you from various heights and levels using their large area of effect Curse breath attacks. Reaching the bottom is as much about killing these enemies from a distance safely, as it is about finding your footing.

Previously Encountered Enemies	First Encountered
Basilisk	Depths



Mushroom Man Child

Mushroom Man Parent

Mushroom Man Child

Strategy

The Mushroom Man Child is a fairly non-threatening enemy, and is sometimes completely docile and will never attack. Other times, it throws small punches, and uses the somewhat damaging Trip attack. Normally not a problem and easy to deal with, but when they are supported by the incredibly powerful Mushroom Man Parents, they can be extremely bothersome.

The Mushroom Man Child's attacks (when it is aggressive), can all easily be blocked. It is also possible to Backstab the Mushroom Man Child if you can get round to its back. Be careful of any nearby Mushroom Man Parents, as more often than not the child is just a distraction, designed to take your attention away from the looming parent whose punch is about to put you down for the count.

Item Drops

Gold Pine Resin (B) [Darkroot Basin]



HP	662	Souls	50	Respawn	YES	Abilities	None

Darkroot Basin	HP	633	Souls	50	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Punch	229 (PHY)	Strike	No	Neither	Medium
Trip	233 (PHY)	Strike	No	Neither	Fast

Mushroom Man Parent



Strategy

The beastly Parent version is different from the child in several ways, starting with its always aggressive nature. As soon the parent spots you, it will move in to begin the fight. It's stupendous power and durability make it stand out from most other enemies, and its great tracking makes dodging its punches very difficult. The Mushroom Parent's attacks cannot be parried, nor can it be Backstabbed.

Since the Mushroom Parent has such great tracking on its punches, you will inevitably end up blocking some of them. This isn't ideal, since these punches do big damage to your Stamina bar, and will break your guard very quickly. The best approach to take is to use a ranged attack as you back away, so a mage is particularly effective here. You can also move close to bait a punch and then move backwards to dodge it and punish. Make sure you always have open ground behind you, since if you ever back yourself into a corner, you probably won't get out alive.

Item Drops

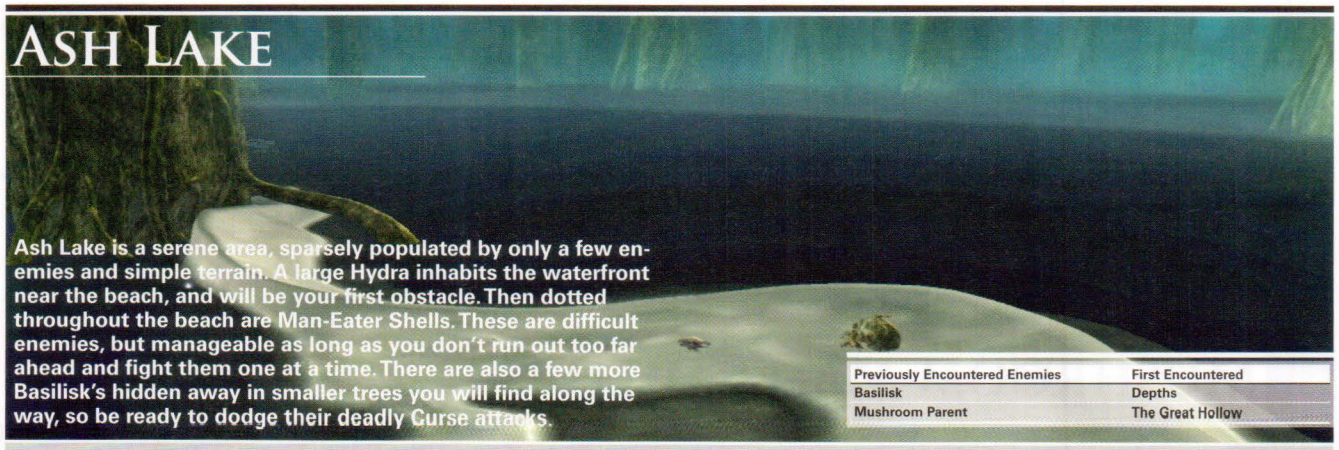
Gold Pine Resin (M) [Darkroot Basin]



HP	2484	Souls	150	Respawn	YES	Abilities	None
Darkroot Basin		**HP**	2376	**Souls**	500	**Respawn**	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Left Punch	686 (PHY)	Strike	No	Both	Medium
Right Punch	686 (PHY)	Strike	No	Both	Medium
Power Punch	854 (PHY)	Strike	No	Both	Slow

Ash Lake



Ash Lake is a serene area, sparsely populated by only a few enemies and simple terrain. A large Hydra inhabits the waterfront near the beach, and will be your first obstacle. Then dotted throughout the beach are Man-Eater Shells. These are difficult enemies, but manageable as long as you don't run out too far ahead and fight them one at a time. There are also a few more Basilisk's hidden away in smaller trees you will find along the way, so be ready to dodge their deadly Curse attacks.

Previously Encountered Enemies	First Encountered
Basilisk	Depths
Mushroom Parent	The Great Hollow



Hydra



Item Drops

Dragon Scale (M)
Dusk Crown Ring (M) [Darkroot Garden]

Strategy

The Hydra is a huge, intimidating beast that you will encounter twice in the game. In both instances, the Hydra will inhabit a large body of water, either in the Darkroot Basin or Ash Lake. There is always a pitfall around the Hydra, so don't try to wade straight through the water to get to it if you wish to fight it at close range. As soon as it spots you, it will slowly inch its way closer, so wait for it to do so.

The Hydra's main form of attack will be its Water Cannon attack, where it will fire huge bursts of water from all its heads in your direction. The multiple projectiles mean that this attack has a very large area of effect, and if get hit by one of them, you are almost certain to take additional hits, so watch their trajectory and evade them early.

The heads can either attack in a concentrated area, or in a more spread out formation. This has a poor hitbox and is easy to avoid, and gives you a great opportunity to attack it while it is recovering. Use this chance to lop them off. Magical attacks are quite effective against the Hydra, and give you the luxury of being able to hit it without wading into the water. Fighting it at close range may seem like a daunting task, but it actually has no close range attacks to hit you with, so you can hack away without serious repercussions.

HP	3864*	Souls	10000	Respawn	NO	Abilities	None

Darkroot Garden	HP	2520	Souls	5000	Respawn	NO

*Heads can be cut, HP270 / Cut all necks to kill

Attack	Damage	Attack Type	Parry	Tracking	Speed
Head Strikes	495 (PHY)	Normal	No	Neither	Medium
Concentrated Head Strikes	495 (PHY)	Normal	No	Neither	Medium
Waster Cannon	550 (PHY)	Normal	No	AOE	Medium

Man-Eater Shell

Strategy

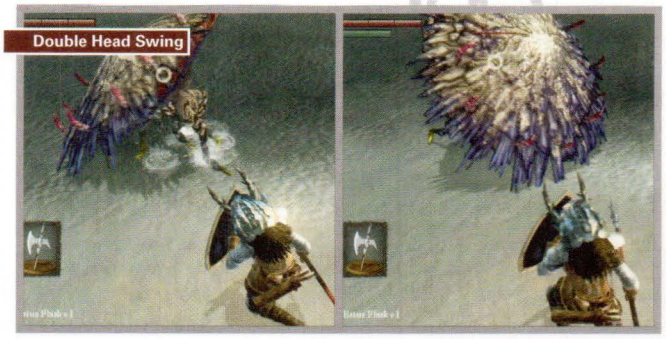
Man-Eater Shell's are tough, resilient foes that have quick attacks and a powerful one-hit kill grab. They have sharp turning circles as well as good movement and agility, so outmaneuvering them can be a difficult task. None of their attacks can be parried and they cannot be Backstabbed.

Their basic headswing attacks have decent tracking and are quick. While they are blockable, blocking too many will quickly reduce your Stamina. Despite their fast turning circles and good tracking, you should still try your best to move to their sides, since their most powerful attacks focus on the area in front of them.

Their Head Butt and Charging Launch attacks are damaging and hard to dodge. They also have a one-hit kill grab attack, Munch, that is deadly but has very poor tracking.

Item Drops

Purging Stone (C)
Twinkling Titanite (B) [The Great Hollow]
Twinkling Titanite (M) [The Duke's Archives/Crystal Cave]



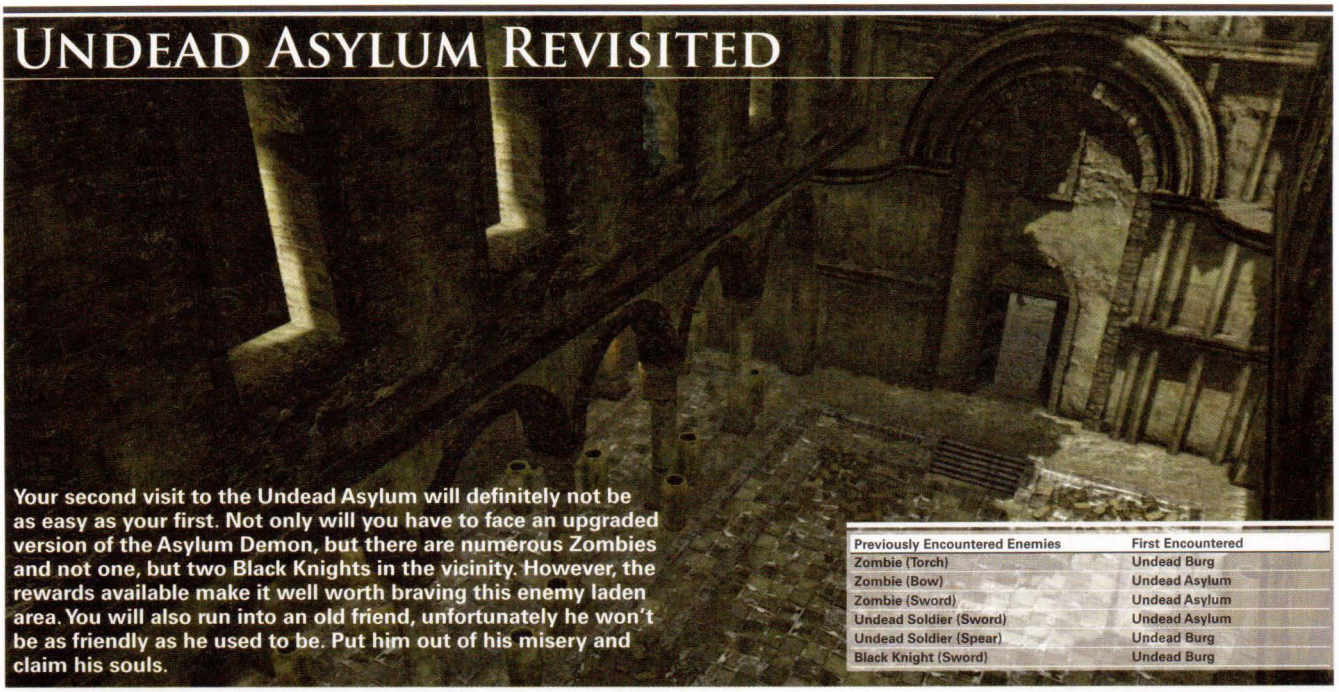
HP	795	Souls	200	Respawn	YES	Abilities	None

The Duke's Archives/Crystal Cave	HP	740	Souls	300	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Quick Kick	389 (PHY)	Thrust	No	Neither	Fast
Headbutt	533 (PHY)	Strike	No	Neither	Medium
Head Swing	485 (PHY)	Strike	No	Both	Medium
Double Head Swing	485 (PHY)	Strike	No	Both	Medium
Charging Launch	614 (PHY)	Strike	No	Neither	Slow
Munch*	230 (PHY)	Normal	No	Neither	Slow

*Extremely Powerful Grab Attack

Undead Asylum Revisited



Your second visit to the Undead Asylum will definitely not be as easy as your first. Not only will you have to face an upgraded version of the Asylum Demon, but there are numerous Zombies and not one, but two Black Knights in the vicinity. However, the rewards available make it well worth braving this enemy laden area. You will also run into an old friend, unfortunately he won't be as friendly as he used to be. Put him out of his misery and claim his souls.

Previously Encountered Enemies	First Encountered
Zombie (Torch)	Undead Burg
Zombie (Bow)	Undead Asylum
Zombie (Sword)	Undead Asylum
Undead Soldier (Sword)	Undead Asylum
Undead Soldier (Spear)	Undead Burg
Black Knight (Sword)	Undead Burg

Oscar, Knight of Astora



Item Drops

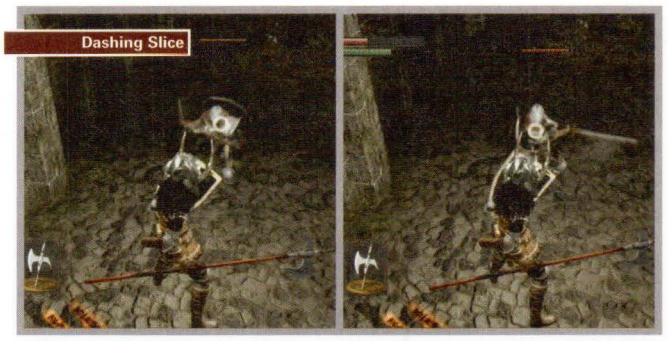
Crest Shield (M)

Strategy

Your old ally and savior from the Undead Asylum has unfortunately lost his humanity and become Hollow. He will prove to be a formidable foe, and his unique fighting style can prove troublesome.

The Knight of Astora is very agile, and will make great use of evasive rolls and backsteps. In addition, he has an excellent shield (which you can pillage after killing him) and a strong sword. He will also switch frequently between two-handed and one-handed styles for wielding his sword. Some of his attacks change when he does this, and he will generally be slower and more gung-ho when he is in the two-handed style.

Try to keep your distance from the Oscar and force him to use his dashing attacks. These are easy to see coming and parry, and they are also quite linear. A swift roll behind him will allow you to go for a Backstab. He also has a lot of HP, so you may be in for a drawn out fight. Don't take any risks when he is using the two-handed style and you should be fine.



HP	793	Souls	1000	Respawn	No	Abilities	None

Right Weapon	Left Weapon	Armor	Ring	Magic
Astora's Straight Sword+5	Crest Shield+5	Elite Knight Helm+6	None	None
		Elite Knight Armor+6		
		Elite Knight Gauntlets+6		
		Elite Knight Leggings+6		



Boss – Stray Demon

09_008

Attacks

Item Drops

Titanite Slab (M)



Flame Explosion This is the Stray Demon's best attack. It is the one that is most likely to hit you and most likely to penetrate your defense, since it is fire-based. A shield that blocks 100% of fire damage will render this attack harmless however. The Stray Demon will swing its arm outwards, and cause a huge explosion to emanate in front of it. This is quite damaging and almost impossible to dodge. Stay close to the Stray Demon to minimize the chance that it will use it.

Hammer Drive Explosion This is an extremely slow attack, similar to the Asylum Demon's Hammer Drive attack. However, the difference in power is monumental. In addition, when the hammer hits the floor, a huge fiery explosion will detonate at the place of impact. This is fairly easy to dodge, since as soon as you see the Stray Demon raise the hammer above its head in preparation for the Hammer Drive Explosion, you can react to it and run out of range in time.



Power Smash This is an overhead smashing attack using the Stray Demon's Hammer. It has excellent range and decent tracking, and while it can be blocked, it does huge health and Stamina damage. It is best avoided by rolling to the side.





Double Power Smash This is a follow-up to the Power Smash, where the Stray Demon will raise its hammer and bring it down forcefully again. This has good tracking, and you will need to time a sideroll well to avoid it. If you blocked the first Power Smash, you won't have enough Stamina to block this one, so you must evade it.



Double Hammer Swing This is two horizontal swings with the Stray Demon's hammer, much like the same attack from the Asylum Demon. It has excellent range and tracks well to both sides. It is blockable, but having enough Stamina to block both of these attacks is very unlikely. Use the opportunity to roll under the attack and into the Stray Demon, and get a few hits in.



Butt Slam This is exactly the same as the Asylum Demon's Butt Slam attack, except for the huge increase in power. Just like as with the Asylum Demon, this is the attack you want the Stray Demon to use the most. It is very easy to get out of range of and dodge, and leaves the Stray Demon very vulnerable afterward and ripe for a counterattack.

Strategy

This battle begins when you fall through the floor of the arena where you originally battled the Asylum Demon, so don't go there until you have prepared yourself. Having some armor that is strong against fire attacks and a shield that can block 100% of fire damage is highly recommended. When you are ready, step into the center of the room and the floor will give way.

You will be at a disadvantage right from the get go as you take some falling damage from your descent. Put your shield up and move close to the Stray Demon. Staying away using magic attacks won't really work here, since the Power Smash attacks have ridiculous range and can reach more or less anywhere in this room. The best thing to do is stay close, and take advantage of the Stray Demon's close range deficiencies.

At close range, the Stray Demon will tend to use the Hammer Drive Explosion and Butt Slam attacks more than anything else. These are both very easy to dodge and give you a great opportunity to punish him afterwards. Stay close and bait out these attacks and counterattack.

HP	5250	Souls	20000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Hammer Swing	672 (PHY)	Normal	No	Both	Slow
Power Smash	672 (PHY)	Normal	No	Neither	Medium
Double Power Smash	456 (PHY)	Normal	No	Neither	Medium
Butt Slam	744 (PHY)	Normal	No	AOE	Fast
Flame Explosion	468 (MAG)	Normal	No	AOE	Fast
Hammer Drive Explosion	456 (MAG)	Normal	No	AOE	Medium

Sen's Fortress

Sen's Fortress is a trap-laden stronghold filled with enemies that can quickly put an end to an unprepared player. The majority of enemies are Serpent Soldiers and Mages: formidable enemies. But there are also Prowling Demons in the depths of the fortress, mired in deep water that will make it incredibly hard to fight them. In the ramparts, there are even more dangerous obstacles, with powerful sword-based enemies and the constant threat of Giants.

Previously Encountered Enemies	First Encountered
Prowling Demon	Undead Parish
Elite Undead Guard (Sword)	Undead Parish
Elite Undead Guard (Rapier)	Undead Parish
Heavy Knight (Mace)	Undead Parish



Serpent Soldier

Strategy

The Serpent Soldier is a powerful warrior. In conjunction with its sword attacks, it can attack with an unparryable Head Butt attack. Its attacks also have little recovery, and it can throw them out in quick succession. With a Serpent Mage supporting it, its speed and power can take you out quickly. It is also susceptible to Backstabs.

Many of its sword attacks have easy parry timing, and all of its attacks can be blocked. Its attacks are also quite linear, so sidestepping while blocking will quickly allow you to get to its back, where a Backstab can do big damage. While its shield offers moderate defense, the Serpent Soldier will never parry you, so you won't have to worry about this. Overwhelming him with quick attacks can also work well, as this will cause him to stagger quickly and often. He is also fairly agile, and will backstep to dodge your swings and punish you whenever he gets the opportunity to do so.

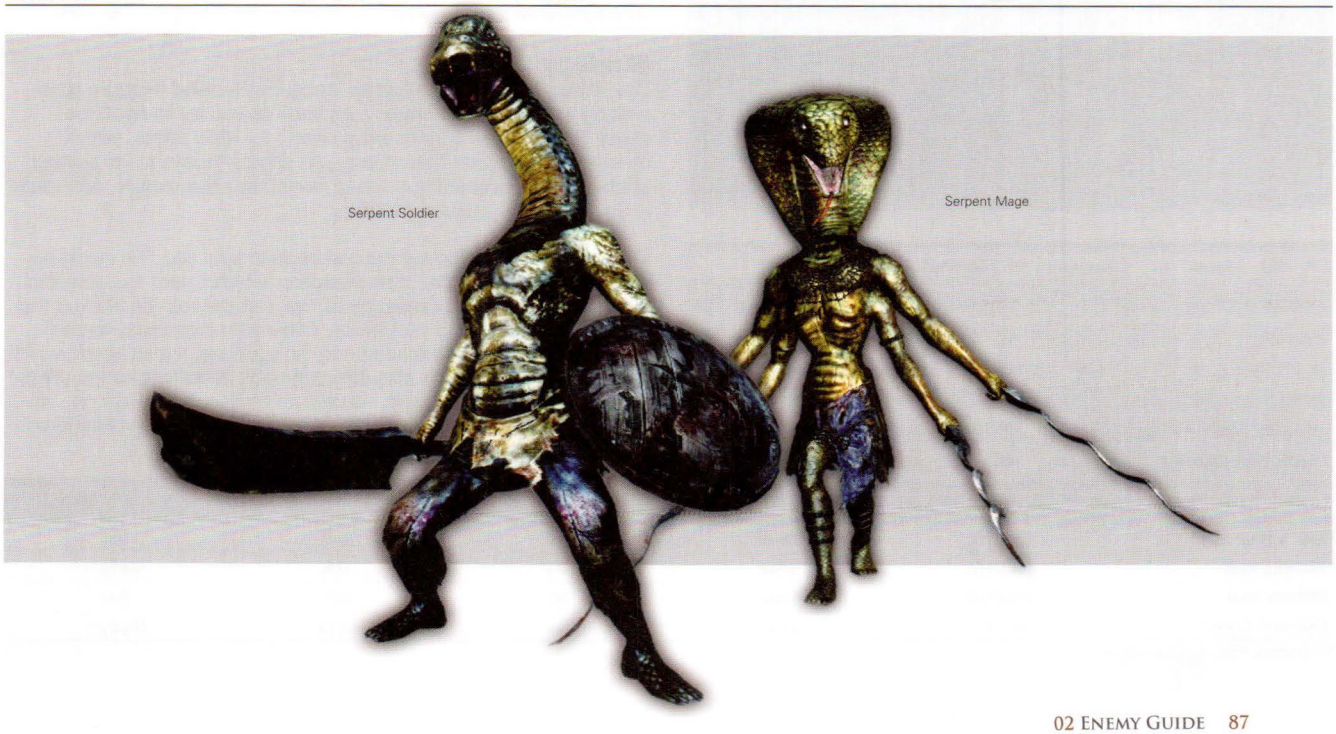
Item Drops

Man-serpent Greatsword (A)



HP	430	Souls	250	Respawn	YES	Abilities	None
The Duke's Archives/Crystal Cave		HP	537	Souls	500	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Single Slash	346 (PHY)	Normal	Yes	Both	Slow
Thrust	410 (PHY)	Normal	Yes	Left	Medium
Double Slash	346 (PHY)	Normal	Yes	Neither	Medium
Head Butt	371 (PHY)	Strike	No	Left	Fast



Serpent Mage



Item Drops

Flamberge (A)

At long range, the Serpent Mage will use the Electric Bolt attack. Sidestep this and make your way closer. Once you get in, keep your guard up to avoid any quick attacks the Serpent could go for, and once you block one, keep laying on the pressure until the Serpent Mage goes down. Be careful the Serpent Mage doesn't use the Viper Bite grab attack while you are blocking, as it is a one-hit kill. Don't jump the gun and risk getting hit by any sword attacks, or the Bleed status effect will finish you.

Strategy

The Serpent Mage is a deadly warrior, effective at every range and able to kill if given the slightest opportunity. Its lack of a shield means it cannot stop attacks, so you should close the distance and overwhelm it with quick strikes. Many of its sword attacks can be parried, and it can also be Backstabbed. However, you must be wary at all times, because all of the Serpent Mage's attacks cause Bleed, and if you're hit cleanly with the Triple Slash combo, it will nearly always trigger the effect and likely lead to a quick death.



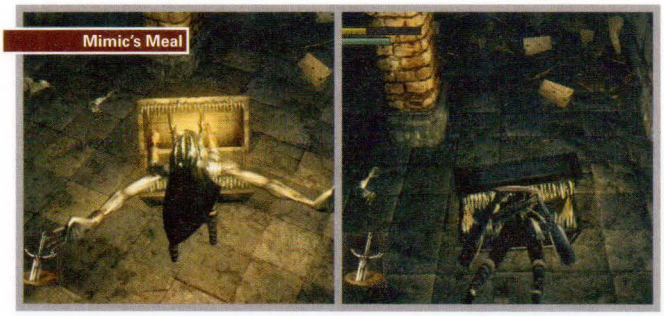
HP	290	Souls	500	Respawn	YES	Abilities	None

The Duke's Archives/Crystal Cave	HP	362	Souls	2000	Respawn	YES	

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Quick Triple Slash*	125 (PHY)	Slash	Bleed: 45	Yes	Both	Fast
Quick Thrust	405 (PHY)	Slash	Bleed: 45	Yes	Neither	Fast
Slow Triple Slash	156 (PHY)	Slash	Bleed: 45	Yes	Both	Medium
Electric Bolt	285 (MAG)	Normal		No	Neither	Medium
Viper Bite	486 (PHY)	Normal		No	Neither	Medium

*3 hit combo

Mimic



Item Drops

Symbol of the Covetous (S) [not The Duke's Archives/Crystal Cave]
Enchanted Falchion (M) [The Duke's Archives/Crystal Cave]
Lightning Spear (M) [Sen's Fortress]
Occult Club (M) [Anor Londo]
Crystal Halberd (M) [Anor Londo]
Silver Coin (M) [Anor Londo]
Gold Coin (M) [Anor Londo]

Strategy

The Mimic disguises itself as an innocuous looking treasure chest, waiting to ensnare the unwary. As soon as you try to open the chest, the Mimic will try to eat you with its Meal attack, which means instant death. This means you should always strike any and all chests before opening them to reveal their true nature, especially in Sen's Fortress and Anor Londo.

Once you hit it, it will transform and begin to fight you. The incredibly long limbs it grows are its main weapons, which it uses to punch and kick you. These attacks cannot be parried, but they can be blocked and will never come in rapid succession. Other than these easy-to-deal-with attacks, the transformed Mimic can again use a grab attack, which means instant death. This also does not track, so as long as you are to the side or back of the Mimic, you should be fine. Note that once you have exposed a Mimic, you can throw a Lloyd's Talisman at him to put him to sleep.

HP	992	Souls	1000	Respawn	YES	Abilities	None

Anor Londo	HP	1041	Souls	2000	Respawn	NO	
Anor Londo	HP	1041	Souls	2000	Respawn	NO	
Anor Londo	HP	1041	Souls	2000	Respawn	NO	
Anor Londo	HP	1041	Souls	2000	Respawn	NO	
The Duke's Archives/Crystal Cave	HP	1240	Souls	3000	Respawn	NO	
The Duke's Archives/Crystal Cave	HP	1240	Souls	3000	Respawn	NO	

Attack	Damage	Attack Type	Parry	Tracking	Speed
Arm Swing	429 (PHY)	Normal	No	Left	Fast
Running Kick	456 (PHY)	Strike	No	Left	Medium
Mimic's Meal	589 (PHY)	Strike	No	Both	Slow
Grab and Chew*	163 (PHY)	Strike	No	Neither	Medium

*Extremely Powerful Grab Attack



GIANT

Item Drops

Titanite Chunk (M)





Strategy

The huge warriors toiling amongst the ramparts of Sen's Fortress are responsible for both the machinations and protection of the Fortress's most sensitive areas. Actually getting to the Giants is a chore in and of itself, and doing so, while they hurl huge explosive cannonballs at you is not a fun task.

Some of them can be targeted with long-range weapons, such as Bows, Crossbows and magic attacks, and if you can do this, it is definitely the recommended way to deal with them. Their heads are their weak points and should be the targets of all Bow-based attacks. However, these slow long-range attacks are not always possible, usually due to some of the Giants using the dangerous Cannonball Toss to attack you while you are stationary and within range. In these cases, you will have to get to these Giants and take them out from up close.

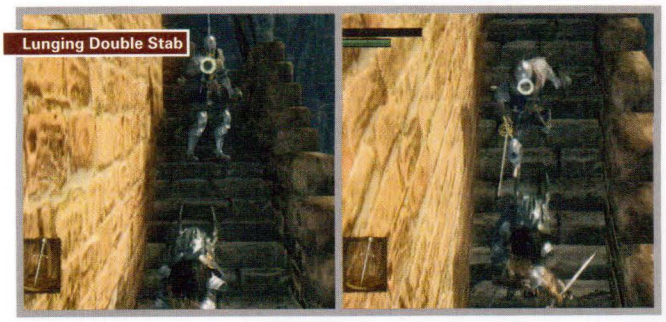
Once you are near and have engaged a Giant in battle, it will begin attacking you. Obviously, none of the Giants attacks are parryable, however, they are all blockable, if you have a good enough shield and enough Stamina to take the attack. The best place to stand would be in front of the Giant and about a backroll's distance away. This will keep you out of range of both the Giant Pound and Giant Uppercut attacks, and allow you to react quickly to other threats.

Once you are in this position, the attacks you will have to watch out for are the Front Kick and Giant Frenzy. The Front Kick is fast, and you should have your shield up to block whenever you are not attacking just in case it uses this attack. The Giant Frenzy is a little different; as soon as you see the Giant start the animation for it (it will begin to stomp its feet quickly), move towards it and roll through it. If done correctly, you will pass harmlessly through it, and the Giant will tire itself out, allowing you ample opportunity to attack it. If you find yourself near the Giants legs, be wary of its Double Stomp attack, and roll backwards to avoid it.

HP	1726	Souls	3000	Respawn	NO	Abilities	None

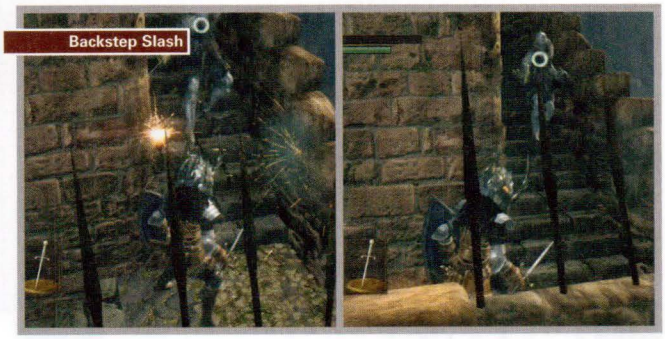
Attack	Damage	Attack Type	Parry	Tracking	Speed
Giant Pound	589 (PHY)	Strike	No	Neither	Slow
Giant Uppercut	580 (PHY)	Strike	No	Left	Medium
Giant Frenzy	371 (PHY)	Strike	No	Both	Medium
Front Kick	532 (PHY)	Strike	No	Neither	Fast
Double Stomp	418 (PHY)	Strike	No	Both	Fast
Cannon Ball Toss	333 (FIR)	Normal	No	AOE	Fast

Undead Prince Ricard



Item Drops

Ricard's Rapier (M)



Strategy

The legendary Undead Prince Ricard is a master swordsman, and can wield his trademark rapier with deadly speed and accuracy. The environment you encounter him in definitely favors his style of fighting, as the narrow space allows him to move back and forth quickly, moving in and out with quick thrusting attacks and not allowing any lateral movement from you.

As you approach, Ricard will soften you up by firing a few arrows at you. Block these, and move closer, whereupon he will quickly draw his Rapier. Ricard can launch incredibly fast thrusting attacks in quick combos, and can also parry your attacks should he be in a defensive posture. Thankfully, all of his attacks do minimal damage, and are very easy to block. Upon blocking any of his thrust attacks, he will suffer from significant block stagger, giving you ample time to launch a counterattack. His kick attack can be troublesome, but on its own it is not enough to break your guard. Simple block and punish his thrusts and he will go down quickly.

His only answer to this is the Backstep Slash, which won't stagger him when you block it, and can penetrate your guard slightly and damage you. If you don't move towards him too much, he will refrain from using this.

HP	719	Souls	4000	Respawn	NO	Abilities	None

Right Weapon	Left Weapon	Armor	Ring	Magic
Ricard's Rapier+10	Buckler+10	Elite Knight Helm+8	None	None
Longbow+10		Elite Knight Armor+8		
		Elite Knight Gauntlets+8		
		Elite Knight Leggings+8		

Elite Undead Archer



Item Drops

Rapier (A)
Buckler (A) [Undead Parish]
Balder Helm (A)
Balder Armor (A)
Balder Gauntlets (A)
Balder Leggings (A)
Titanite Shard (A) [Undead Parish]
Balder Shield (A) [Sen's Fortress]
Titanite Shard (C) [Sen's Fortress]
Large Titanite Shard (A) [Sen's Fortress]

Strategy

The Elite Undead Archer is the most accurate and powerful of the long-range archer type enemies. He is also armed with a powerful Crossbow, which can fire in rapid succession. This can also be used as a close range melee weapon, which cannot be parried but can be blocked. The Elite Undead Archer can be Backstabbed.

At long range, as soon as the Elite Undead Archer spots you, he will immediately begin firing accurate Crossbow shots at you. Keep your camera trained on him at all times if possible, and work your way towards him, keeping your shield up to block his shots. If possible, keep some terrain between you and him to block his shots. Once you are close, he will try to run to create some distance, or else try to swing at you with his Crossbow. Block or chase him down, and finish him off.

HP	266	Souls	100	Respawn	YES	Abilities	May heal when health is under 40%

Sen's Fortress	HP	399	Souls	500	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Swing	268 (PHY)	Thrust	Yes	Both	Fast
Crossbow Shot	309 (PHY)	Thrust	No	Neither	Medium



Boss – Iron Golem

09_009

Item Drops

Core of an Iron Golem (M)

Attacks



Multiple Stomp The Iron Golem will stomp either three times in a row with his left foot, or two times in a row with his right foot. Focus all of your attacks on the other leg during this attack.



Ground Punch The enemy will slowly bring his hand up and then punch the ground in front with full force, as he prepares for this attack, quickly roll through his legs and the attack him as he hits the ground.



Axe Slam The Iron Golem will slam his axe downwards with full force, it is not recommended to try and block this attack as it is extremely powerful. If you are near the enemy, you will be able to roll under his legs and attack, if not, it would be best to run away and avoid the attack.



Axe Swing The enemy will swing his axe in a horizontal motion; he may swing the weapon for up to three times. You can block this attack if your shield is powerful enough but don't try and rely on it too often. As the Iron Golem launches this attack, you will be able to roll under its legs and attack its feet.At times the Iron Golem may fire a projectile as he swings his weapon; to avoid it, quickly run sideways.



Grab The enemy will attempt to grab you with his hand; the hitbox is located between his legs and when you see him about to do this attack, run away from it. If the enemy succeeds in grabbing you, he will throw you to the floor causing huge damage to your health and possibly death. After avoiding the attack, quickly run back to try and get a few hits as the Iron Golem is recovering.



Sweep If you are positioned behind the Iron Golem for too long then he will sweep his foot backwards to try and hurt you. If you see him trying to do this, roll through his legs so you end up in front of the enemy, avoiding the attack completely. Then attack the legs as he is recovering from the attack.



Scoop The enemy will swing his weapon towards the ground by his legs. This attack has a larger hitbox and it would be difficult to try and roll through the attack. The best strategy is to run away from the Iron Golem as he is initiating this attack.

Striking Build Strategy

When you start this battle, you will be on the opposite end of the area from the Iron Golem. Take note of where the Iron Golem begins; it is on a narrow path with sheer drops on either side. Hurry over to it, and get ready to attack.

You will need all the power you can muster here, and blocking will be useless, so put your shield away and go in two-handed. Immediately move towards the Iron Golem's feet, and move towards the back of them. You need to be careful of certain attacks while here, in particular the Grab and Sweep. Getting hit by either of these could result in you being knocked off the platform yourself, killing you. Nevertheless, you should stay positioned behind either the Iron Golem's right or left foot.

While here, you must attack as often as possible, concentrating your attacks on one leg if possible. If you can do enough damage to a foot in a short enough span of time, the Golem will start wobbling. This is the signal for you to keep piling on the hurt and to continue attacking the foot. If you do this enough, the Iron Golem will trip and fall over backwards. And if you do this on the narrow strip of platform where the Iron Golem first appeared, he will fall backwards off the platform and die instantly.

HP	2880	Souls	30000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Axe Swing	553 (PHY)	Normal	No	Neither	Medium
Axe Slam	564 (PHY)	Normal	No	Neither	Medium
Multiple Stomp	551 (PHY)	Normal	No	Neither	Medium
Grab*	361 (PHY)	Normal	No	Neither	Medium
Ground Punch	532 (PHY)	Normal	No	Neither	Medium
Scoop	542 (PHY)	Normal	No	Neither	Medium
Sweep	542 (PHY)	Normal	No	Neither	Medium

*Extremely Powerful Grab Attack

Anor Londo

Anor Londo is home to many powerful enemies; the Painting Guardians can overwhelm you and kill you in a matter of seconds and the Sentinels can strike you down from a distance with their giant weapons, the Bell Gargoyle also makes a return with a difference. The Duke's Archives and The Painting World of Ariamis can be accessed through Anor Londo. At the end of Anor Londo lies the Lordvessel, an item which will allow you to warp between certain Bonfires and make previously blocked off areas accessible so you are able to carry on with your journey.

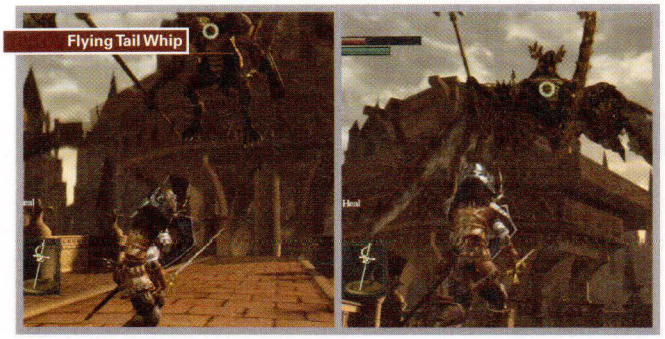
Previously Encountered Enemies	First Encountered
Mimic	Sen's Fortress
Prowling Demon	Undead Parish



Gargoyle

Sentinel

Gargoyle



Item Drops

Body: Gargoyle's Halberd (A)
Gargoyle's Shield (A)
Gargoyle Helm (A)
Tail: Gargoyle Tail Axe (M)

Strategy

The Bell Gargoyle makes a return; it has a boost in attack power and strength. You have already beaten two of them, so this fight will feel very familiar. Its attacks are almost the same as the previous version except that Flame Breath has now been replaced with a Lightning Breath attack. The basic attack has not changed, so you will be able to run outside of its range to attack the enemy as it is using it. All of the strategies used for the Bell Gargoyle can still be used in this fight, but it may be slightly harder as the walkway here is narrow.

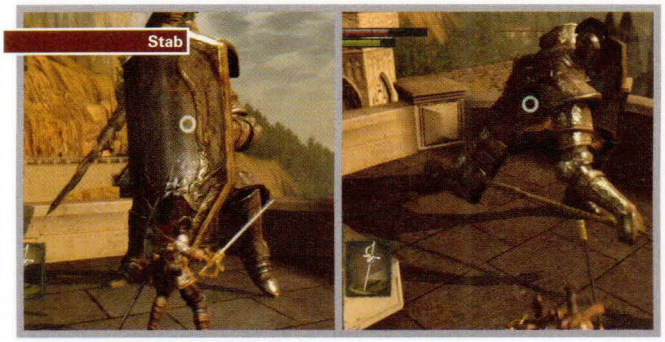
Like before, you can slice off its tail and gain a weapon for your trouble. Although you will receive the same weapon, you should still focus all of your attacks on the tail first,so that the enemy will no longer be able to use its tail whip attacks. When the enemy uses its swing attack it is best to roll under it as you don't want to block against it for too long and risk having your guard broken. You can easily defeat it using spells and range attacks from a distance.

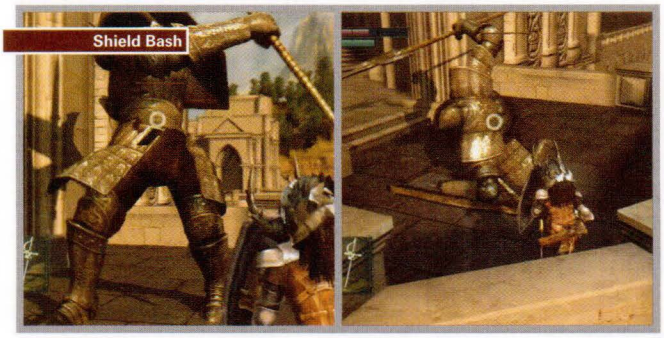
HP	1119*	Souls	1000	Respawn	NO	Abilities	None

*Tail can be cut, HP: 65

Attack	Damage	Attack Type	Parry	Tracking	Speed
Single Swing	276 (PHY)	Normal	No	Neither	Slow
Stab	320 (PHY)	Normal	No	Neither	Medium
One Handed Slam	330 (PHY)	Normal	No	Neither	Slow
Flying Swing	364 (PHY)	Normal	No	Neither	Slow
Flying Tail Whip	524 (PHY)	Normal	No	Neither	Slow
Flying Lightning Breath	390 (FIR)	Normal	No	Both	Medium
Landing Attack	270 (PHY)	Normal	No	Neither	Fast
Lightning Breath	390 (FIR)	Normal	No	Both	Medium
Tail Whip	548 (PHY)	Normal	No	Neither	Slow

Sentinels (Normal, Royal)





Item Drops

Normal	Royal
Giant's Halberd (A)	Giant's Halberd (A)
Sentinel Shield (A)	Sentinel Shield (A)
	Titanite Chunk (A)

Normal

The Sentinel's large halberd is capable of delivering high damage attacks from a distance so positioning yourself in the right place is important for this enemy. Despite the high attack power, the enemy takes a long time to initiate the attack, as its weapon is difficult to wield. Due to the size of the enemy, its attacks cannot be parried and you cannot perform a Backstab attack. The Sentinel also uses a Shield Bash attack, but like all the other attacks, it takes a long time to perform. This gives you an opportunity to run behind it or roll through its legs and from there you are able to freely use your weapon attacks.

Many of this enemy's attacks are similar to the Iron Golem, his Swing attack for example can be rolled under easily. Once rolled under, you can attack the enemy as it is left stunned. The enemy is equipped with a large shield which decreases the damage it takes from your attacks. It is important during the fight that you focus all of your attacks on the enemy's right side as that section isn't being guarded by the shield. The enemy is able to perform a huge Slam attack, which is difficult to guard so it is recommended to move to the side when it uses this attack.

Royal

This enemy wields the same weapon the normal variant uses. As a result, it uses the same attacks that the normal version uses, with the exception of the Wrath of the Gods attack. The enemy will charge up and expel a magic blast attack in all directions, so you will still be injured if you are placed behind him or to the sides. This can be avoided rather easily by rolling away. You will find that the enemy will use this attack more often when you are positioned behind him to attack. You can tell when the enemy begins to use this attack as its arms will glow white. Use this as an indicator to judge when the spell attack will begin. When the enemy is low on health it will use a Heal spell, restoring its health by a large amount. If you see it crouched down, attack it as fast as possible so you are able to defeat the enemy before it is able to cast the spell.

Sentinel (Normal)

HP	535	Souls	500	Respawn	YES	Abilities	None

Sentinel (Royal)

HP	756	Souls	1000	Respawn	YES	Abilities	Casts Great Heal when HP is below 40%

Attack	Damage	Attack Type	Parry	Tracking	Speed
Swing (Normal, Royal)	350	Normal	No	Both	Medium
Stab (Normal, Royal)	420	Thrust	No	Neither	Medium
Slam (Normal, Royal)	560	Normal	No	Neither	Slow
Shield Bash (Normal, Royal)	460	Normal	No	Neither	Slow
Great Heal (Royal)	None	None	No	Neither	Slow
Wrath of the Gods (Royal)	380	Magic	No	AOE	Slow

Painting Guardian

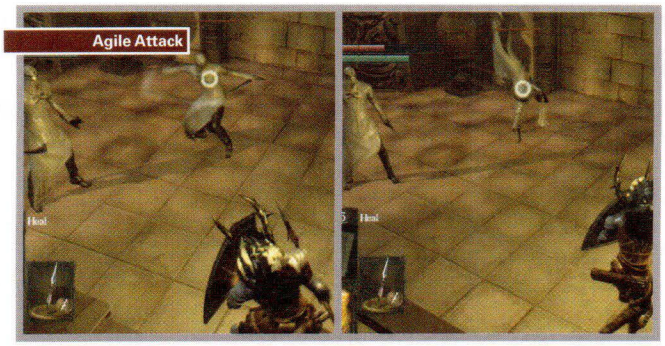


Item Drops

Painting Guardian Sword (A)
Throwing Knife (C)

Strategy

The Painting Guardian can you kill in moments with the speed of its quick attacks if you're not on your guard. Be sure to keep your shield up, when you are close as the enemy will swing its weapon in many different ways. After a successful block you can circle around the



enemy and deliver a Backstab attack. All of the enemy's weapon attacks can be parried and countered with a riposte attack, but as the enemy is quick, the timing for the parry is harder than normal. When you are at a distance they will use Throwing Knives to attack you, which you can either block or step to the side to evade.

This enemy can jump back and sidestep with great speed, so be sure not to swing your weapon wildly. It does not possess high health, so a successful Backstab or riposte attack will be enough to either kill it or leave it at critical health. Fighting a group up close can be extremely difficult, because they will be able to break through your guard and kill you. It's best to keep moving back while using spells or a ranged weapon to try and kill them one at a time.

HP	231	Souls	300	Respawn	YES	Abilities	None

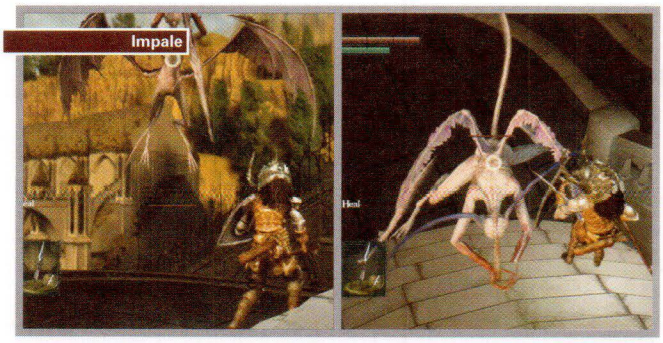
Attack	Damage	Attack Type	Parry	Tracking	Speed
Slash Attack	220 (PHY)	Normal	Yes	Neither	Fast
Jump Slash	358 (PHY)	Normal	Yes	Neither	Medium
Agile Attack	346 (PHY)	Normal	Yes	Neither	Fast
Twirl Combo	340 (PHY)	Normal	Yes	Neither	Fast
Throwing Knife	300 (PHY)	Thrust	No	Neither	Medium

Bat Wing Demon



Item Drops

Demon's Spear (A)



Strategy

This enemy possesses high attack power and with a spear equipped that means it can deliver the attacks from a distance. The spear does lightning damage in addition to physical damage. In order to block its attacks efficiently, you will need a shield that has lightning resistance built in, otherwise you will take the lightning damage even after a successfully blocked attack. Its main attack will be the triple stab attack; you can block it and then as its left stunned, deliver a few attacks. The enemy has a medium amount of health so it can be defeated reasonably quickly. It may do its swing combo which can be rolled under if timed right. If you don't attack the enemy after successfully rolling, it may carry on the swing combo.

You will be able to damage the enemy from a distance with a spell or ranged weapon. Once alerted to your position, however, the enemy may deliver its flying stab attack. It can use this at a long range so relying too much on ranged attacks can be a problem and it may also throw its spear at you from afar. A group of these enemies can kill you in moments as they can break through your guard. So in this situation, it is best to attack from a distance.

HP	420	Souls	500	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Impale	124 (PHY)	Thrust	No	Left	Medium
Flying Stab (short)	148 (PHY)	Thrust	No	Both	Medium
Flying Stab (long)	148 (PHY)	Thrust	No	Neither	Medium
Lightning Throw	100 (PHY)	Thrust	No	Neither	Medium
Triple Stab	80 (PHY)	Thrust	No	Left	Fast
Swing Combo	100 (PHY)	Normal	No	Left	Fast

Silver Knight (Sword, Spear, Greatbow)

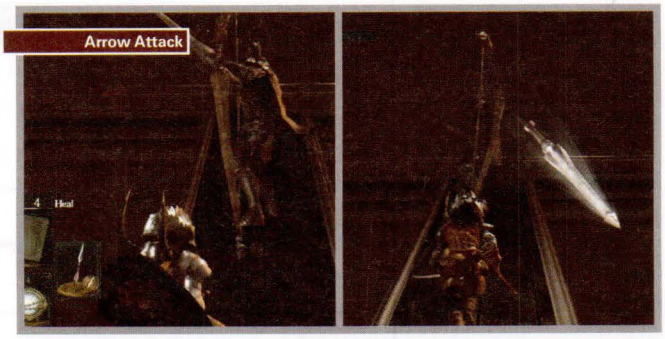


Item Drops

Sword
Silver Knight Straight Sword (A)
Silver Knight Shield (A)

Spear
Silver Knight Spear (A)
Silver Knight Shield (A)

Greatbow
Dragonslayer Arrow (C)



Sword

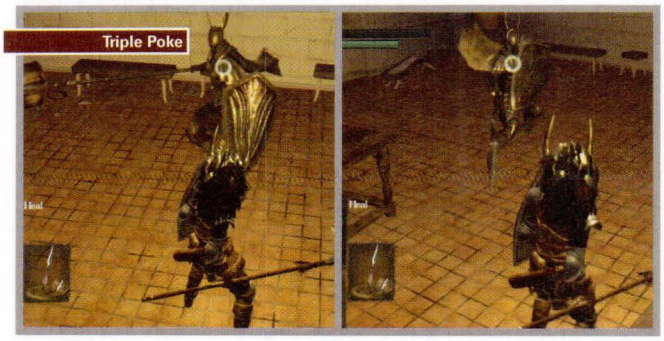
The Silver Knight is capable of killing you in only a few hits due to his high attack power. All of his attacks can be blocked, but circling around them to deliver a Backstab is difficult due to their large hitbox. The speed of its sword attacks are not too fast, so you will be able to parry them without too much trouble and then counter with a riposte attack. The enemy has a medium amount of health so one riposte or Backstab attack will reduce its health by around 50%. It can use its shield to break through your guard so when you begin to notice that it is going to use this attack, move backwards to avoid it. The Silver Knight will not flinch when it is attacked so it will still be able to attack you even if you're hitting it multiple times in a row so always keep some Stamina in reserve to deal with its next attack.

Spear

This Silver Knight is equipped with a spear instead of a sword; as a result, it is able to deliver high damage attacks from a distance. Its attacks can be blocked but like the sword version, it will be harder to move behind it for a Backstab attack as its attacks can follow you. You can easily roll under its swing combo as it performs these slowly. Try and roll behind the enemy when it uses its swing attack so you are able to deliver a Backstab attack. Also, since the swing attack is slower, you are able to parry it much easier for a riposte attack. Its triple poke attack can be blocked without too much trouble. This enemy will use its shield to block your attacks more often than the sword variant. It is capable of attacking you even with its shield raised, so make sure not to attack when you notice that it is guarding.

Greatbow

This Silver Knight is equipped with a Greatbow so it will fire arrows at you from a great distance. These arrows can be blocked, but you may be driven backwards so be careful not to block it if there is a ledge behind you. Keep this enemy in your field of view so you will be able to see when the arrow is fired so you can dodge accordingly. When you reach the enemy it will switch to wielding a sword and shield so it can fight you at close range.





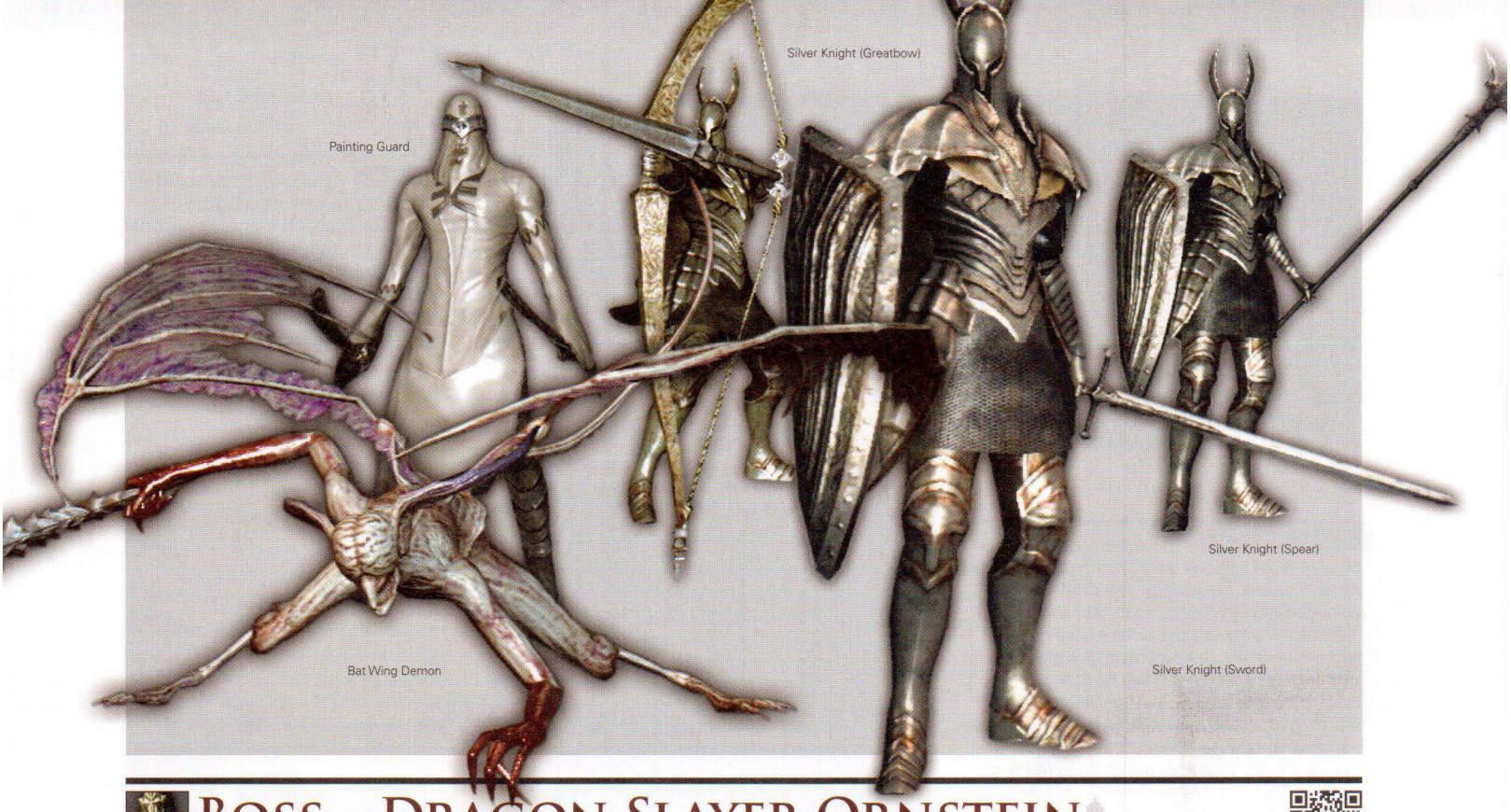
Silver Knight (Sword and Spear)

HP	464	Souls	900	Respawn	YES	Abilities	May perform a Backstab

Silver Knight (Greatbow)

HP	464	Souls	900	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Overhead Slice (Sword)	380 (PHY)	Normal	Yes	Both	Medium
Quick Swing Combo (Sword)	360 (PHY)	Normal	Yes	Both	Medium
Shield Bash (Sword)	272 (PHY)	Strike	No	Both	Medium
Triple Poke (Spear)	440 (PHY)	Thrust	Yes	Both	Medium
Quick Swing Combo (Spear)	512 (PHY)	Thrust	Yes	Both	Medium
Overhead Slice (Spear)	350 (PHY)	Normal	Yes	Both	Medium
Shield Bash (Spear)	272 (PHY)	Strike	No	Both	Medium
Arrow Shoot (Greatbow)	380 (PHY)	Thrust	No	Neither	Slow



Boss – Dragon Slayer Ornstein

09_010

Attacks

Item Drops

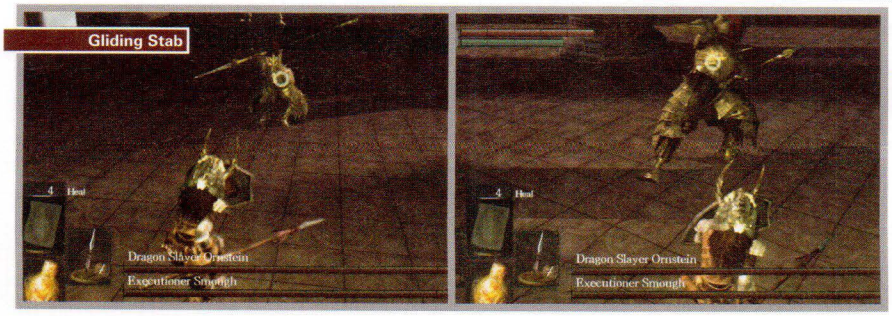
Leo Ring (M) (Normal)
Soul of Ornstein (M) (Large)



Swinging Combo The enemy will swing its weapon up to four times and you can block this attack while making your way towards the enemy. Then, when it finishes the attack, you can hit the enemy with your weapon.

Lightning Bolt The enemy will charge up its weapon and then shoot a lightning projectile at you. This attack can be avoided by running to the side or hiding behind one of the pillars in the area.





Gliding Stab The enemy will be able to glide across the area and then stab you with its weapon. You can either block this attack or roll away just before it hits you. You can then attack the enemy as it recovers. This attack can be to your advantage, as Ornstein will separate from Smough, allowing you to fight one on one for a while.



Jumping Attack The enemy will jump in the air then stab you with its weapon. It is best to block this attack. The enemy doesn't take much time to recover so it will be difficult to counterattack when it uses this move. It may also do a jumping slam attack, which is difficult to block against. Simply run away when it uses this attack.



Electric Banzai Drop The enemy will begin to slowly fly into the air and then crash into the ground below. This attack will then shoot out lightning in all directions. You must immediately run away from the enemy when you see it begin to use this attack so you can avoid it. Afterwards run back to the enemy to counterattack, as it begins to stand up. Dragon Slayer Ornstein will only use this attack when it has powered up, which will happen if you kill Executioner Smough first.



Lightning Impale The enemy will charge its spear with lightning then try to impale you. If successful; you will lose control of your character as the enemy will have grabbed you. It will then follow up with a lightning strike. This attack is very powerful and will most likely result in you dying. When you see the enemy's weapon begin to glow yellow, run backwards to avoid the attack. The enemy will only use this attack when it has powered up, which will happen if you kill Executioner Smough first.

Strategy

This fight will be very challenging, as you will be battling two enemies at once. You will need to keep an eye on one enemy, while focusing your attacks on the other. Ornstein's attacks are much quicker than Smough's but are easier to block. It is recommended to bring lightning resisting equipment to decrease your damage. The enemies will also take extra damage from fire, so equipment that deals fire damage is recommended.

It is easy to separate Ornstein from Smough as Ornstein travels much faster. To do this run to one side of the room so Ornstein follows you. Once separated you will have an easier time dealing with its attacks. Concentrate all of your attacks and then when Smough makes its way towards you, run to the other side of the room, separating them again. Focusing all your attacks on Ornstein is easier as Smough is so large you will be able to see its attacks and not be caught off guard. This method will make things easier on you as it is very difficult trying to fight them both at once. Ornstein can evade great distances making you miss your attacks.

If you killed Executioner Smough first, then Ornstein will power up and increase in size. As a result of this change, Ornstein will gain new attacks and its current ones will be harder to block. This size change will make all of its attacks slower in speed so you will be able to roll under the attacks much easier than before. Make sure you have enough Stamina remaining to sprint away from its attacks.

Dragon Slayer Ornstein (Normal)

HP	1642	Souls	0	Respawn	NO	Abilities	None

Dragon Slayer Ornstein (Large)

HP	2982	Souls	30000	Respawn	NO	Abilities	None

Attack	Damage (Normal)	Damage (Large)	Attack Type	Parry	Tracking	Speed
Swinging Combo	390 (PHY)	510 (PHY)	Normal	No	Both	Medium
Jumping Attack	420 (PHY)	520 (PHY)	Thrust	No	Neither	Medium
Gliding Stab	440 (PHY)	570 (PHY)	Normal	No	Both	Medium
Electric Banzai Drop	–	600 (LIG)	Normal	No	Neither	Medium
Lightning Bolt	–	530 (LIG)	Normal	No	Neither	Medium
Lightning Impale	480 (LIG)	480 (LIG)	Normal	No	Neither	Medium



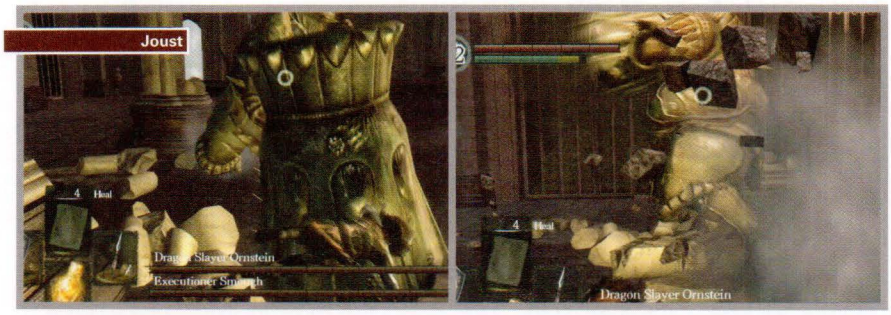
Boss – Executioner Smough

09_011

Attacks

Item Drops

None (Normal)
Soul of Smough (M) (Lightning)



Joust The enemy will begin to charge towards you holding its weapon outwards. At the end of the charge the enemy will swing its weapon upwards to try and launch you into the air. Avoid this attack by running directly away, because the attack can easily track any sideways movement. After it swings its weapon upwards, begin your counterattack. Blocking this attack is difficult as the charge deals many hits which will break your guard.



Swing The enemy will swing its weapon. You can roll under this attack, after which you can start attacking as the enemy is left to recover. Blocking this attack may use a large amount of Stamina so it is better to try and roll under it.

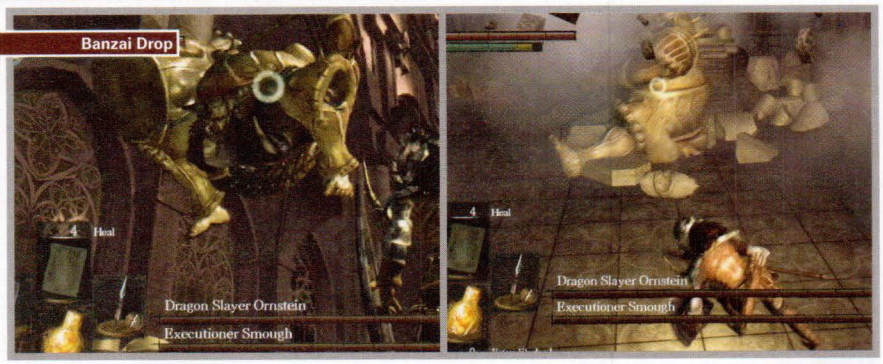


Hammer The enemy will slowly raise its weapon and then hammer the ground in front of it. As soon as it begins to use this attack, roll to its side and start attacking it with your weapon.



Jumping Hammer The enemy will jump into the air and then hammer the ground in front of it. You can avoid this attack by rolling under the enemy when it is airborne. After it lands, attack with your weapon.

Banzai Drop The enemy will slowly fly into the air and then crash into the ground below. When you see the enemy begin to ascend, run away and then once it lands, run back and begin your counterattack. You will be able to deal a lot of damage, as the enemy takes a while to recover from this attack.



Electric Banzai Drop The enemy will begin to slowly fly into the air, and then crash into the ground below. This attack will then shoot out lightning in all directions. You must immediately run away from the enemy when you see it begin to use this attack to avoid the lightning blast. Afterwards, run back to the enemy to counterattack as it begins to stand up. Executioner Smough will begin to use this attack when it has powered up, which will happen if you kill Dragon Slayer Ornstein first.



Strategy

Executioner Smough's attacks are high in attack damage, but easy to evade, since they are slow in speed. Smough will be easier to attack, as its body is large so you will have a hard time missing it with your attacks. The disadvantage is that Ornstein will be harder to detect due to its smaller size and faster speed. You can actually use Smough's body as cover as Ornstein cannot pass through due to its large size so try and keep Smough between you and Ornstein to make the fight easier.

Executioner Smough takes greater fire damage so if you have any spells or fire weapons, be sure to use them to do extra damage. Smough doesn't have any ranged attacks so you can evade most of its attacks by keeping your distance. It is recommended to switch to wielding your weapon with two hands for extra damage. Since blocking the enemy's attack with your shield is a gamble, only switch to one hand to deal with Dragon Slayer Ornstein.

If you killed Dragon Slayer Ornstein first then Executioner Smough will power up, gaining a new attack. Smough's weapon will now be coated in lightning making all of its attacks inflict lightning damage. It is therefore easier if you have lightning resisting equipment, otherwise you will not be able to block against any of the attacks, as you will be injured by the lightning damage. All of Smough's attacks still have the same speed despite the power up, so you will be able to roll under its swings and run past its hammer attacks. Be sure to counterattack after doing this.

Executioner Smough (Normal)

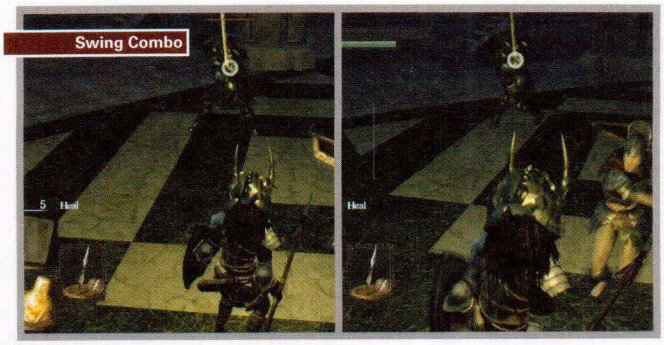
HP	1642	Souls	0	Respawn	–	Abilities	None

Executioner Smough (Lightning)

HP	2982	Souls	30000	Respawn	–	Abilities	None

Attack	Damage (Normal)	Damage (Lightning)	Attack Type	Parry	Tracking	Speed
Swing	364 (PHY)	364 (PHY) + 240 (LIG)	Normal	No	Neither	Slow
Hammer	420 (PHY)	420 (PHY) + 240 (LIG)	Normal	No	Both	Slow
Jumping Hammer	480 (PHY)	480 (PHY) + 240 (LIG)	Normal	No	Neither	Slow
Joust	440 (PHY)	440 (PHY) + 240 (LIG)	Normal	No	Neither	Slow
Banzai Drop	480 (PHY)	480 (PHY) + 600 (LIG)	Normal	No	Neither	Slow

Darkmoon Soldiers (Sword, Greatsword)



Item Drops

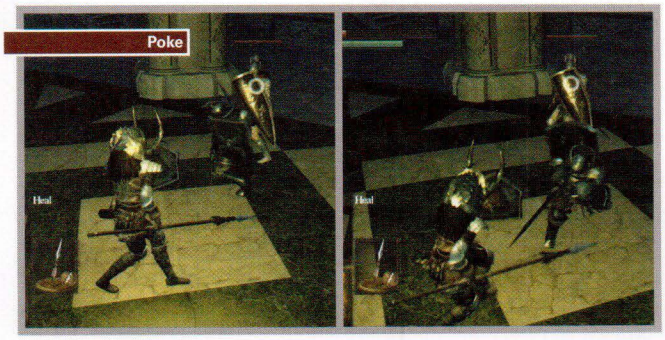
Sword	Greatsword
None	None

Sword

As you might expect, this enemy is armed with a sword and knows how to use it. Fortunately, all of her attacks can be blocked easily. After a successful block, circle around her to deliver a Backstab attack. Her attacks can be parried quite easily, which will allow you to counter with a riposte attack. She will have her shield raised up so it isn't recommended to attack wildly or you will stun yourself, which will allow the enemy to damage you. Spell attacks are not very useful against this enemy, as she will roll under the spell attacks with ease.

Greatsword

This enemy wields a greatsword, which allows her to use powerful attacks, but at a reduced speed. The enemy will mainly attack by wielding the weapon with two hands. Due to the attacks being slow, you can easily parry them and counter with a riposte attack. You may have difficultly blocking this enemy's attack as this may use too much Stamina and you'll find that your guard is close to being broken. Your spell attacks will not be very effective in this fight, as she will roll away, evading your spell attacks.



Darkmoon Soldiers (Sword)

HP	Souls	Respawn	Abilities
767	5000	NO	None

Darkmoon Soldiers (Greatsword)

HP	Souls	Respawn	Abilities
821	5000	NO	None

Lady of the Darkling

Strategy

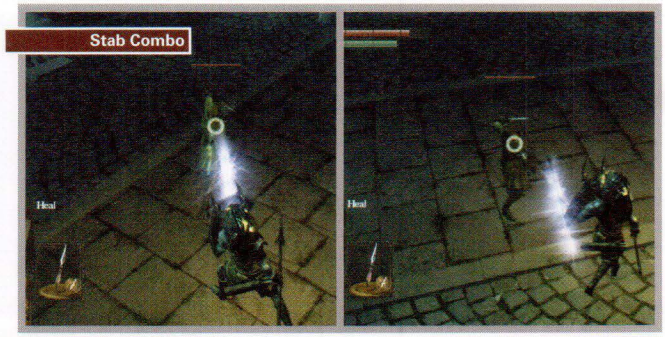
This enemy is able to kill you with its fast attacks. It will start off the fight by casting the Enchant magic spell so her attacks will now do magic damage. If you don't have a shield with good magic resistance, then you may take some damage while blocking. The enemy attacks with quick stabs, which can be parried but the speed of the attacks makes the timing difficult. You can block the attack and then circle around her to deliver a Backstab attack. Make sure to always have your guard up as her attacks are very high in attack power.

During the fight she will hold her dagger up without attacking. Do not attack her when she is in this stance, as she will be able to parry your attack and counter with a riposte attack. To deal with this issue, use a kick attack to knock her out of this stance, and then as she is left stunned, attack her with your weapon. Spell attacks are not useful in this fight as the enemy will roll under the spell.

Note the she can use the Miracle Darkmoon Blade on herself during combat in order to make her attacks much stronger.

Item Drops

Fire Keeper Soul (M)



HP	Souls	Respawn	Abilities
719	1000	NO	None

Right Weapon	Left Weapon	Armor	Ring	Magic
Estoc+12	Parrying Dagger+12	Brass Helm+5	NO	Darkmoon Blade
	Darkmoon Talisman	Brass Armor+5		
		Brass Gauntlets+5		
		Brass Leggings+5		



Boss – Dark Sun Gwyndolin

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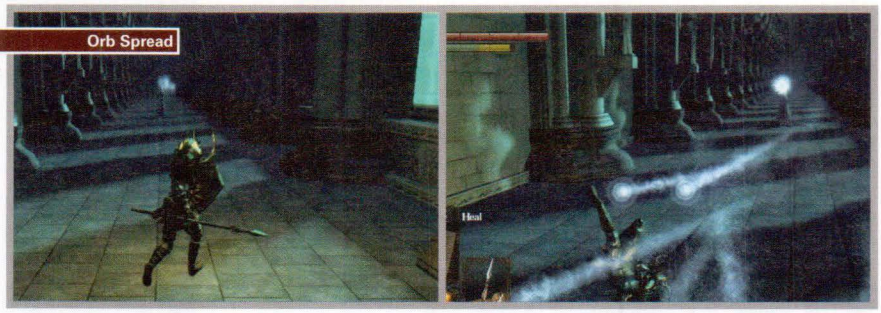
Item Drops

Soul of Gwyndolin (M)

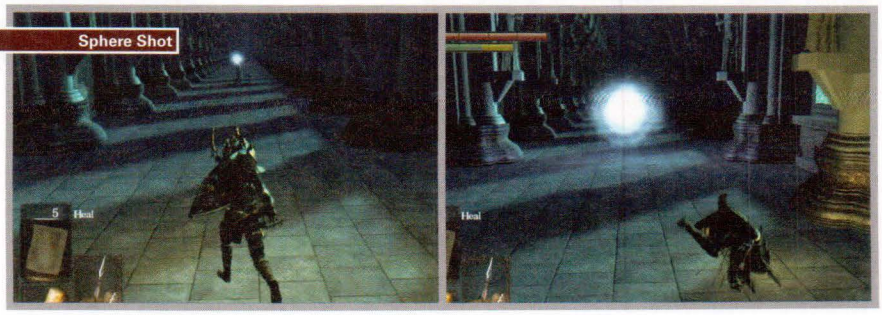
Attacks



Arrow Spread The enemy will slightly raise up and shoot multiple arrows at you with his Bow. You can block all of these arrows as they do not use much Stamina. Alternatively, you can hide behind the wall so the arrow hits the wall instead of damaging you.



Orb Spread The enemy will charge its weapon and then swing it, shooting a cluster of small blue orbs at you. These can injure you greatly. You can hide behind the walls as the orbs cannot go through them, or you can roll through it.



Sphere Shot Dark Sun Gwyndolin will charge his weapon and then shoot out a huge magic attack, which travels at great speed. You can dodge this attack by moving out of its path or by rolling directly under it. These projectiles pass through walls. So don't try to avoid this attack by hiding behind the wall, as it will still pass through and damage you.

Strategy

When you enter this fight, Dark Sun Gwyndolin will be positioned at a distance, firing different types of projectiles at you. You must make your way over to him by dodging his attacks. When you have reached him, you will be able to attack using a physical weapon. Try and attack him as much as possible, wielding your weapon with two hands for the extra attack power. After reaching him, Dark Sun Gwyndolin will teleport further back through the hallway, repeating the process from the beginning. Dark Sun Gwyndolin's attacks are very high in attack power, but fortunately they are relatively easy to dodge.

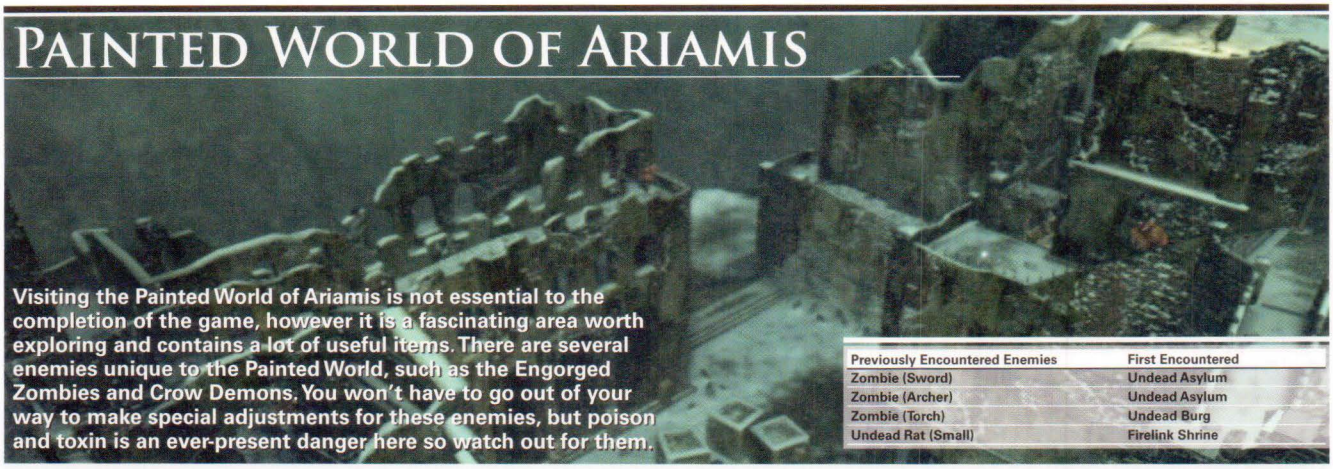
It is best to deal with his attacks while moving forward so you can defeat him quicker. Always move forward, and when he fires the arrows, block them. If he uses his spell attacks, roll through them so you are able to close the distance. You should not attack with your ranged weapon or use spells, as he will perform his ranged attacks faster than you, resulting in you getting injured or killed.

Dark Sun Gwyndolin has no attacks for close range, so he will always teleport away when you reach him. Long range weapons like the spear will be better as you can strike her from further away. These enable you to score a few more hits before he teleports away from you.

HP	2011	Souls	40000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Arrow Spread	266 (PHY)	Thrust	No	Both	Fast
Orb Spread	405 (MAG)	Normal	No	Neither	Slow
Sphere Shot	459 (MAG)	Normal	No	Both	Fast

Painted World of Ariamis



Visiting the Painted World of Ariamis is not essential to the completion of the game, however it is a fascinating area worth exploring and contains a lot of useful items. There are several enemies unique to the Painted World, such as the Engorged Zombies and Crow Demons. You won't have to go out of your way to make special adjustments for these enemies, but poison and toxin is an ever-present danger here so watch out for them.

Previously Encountered Enemies	First Encountered
Zombie (Sword)	Undead Asylum
Zombie (Archer)	Undead Asylum
Zombie (Torch)	Undead Burg
Undead Rat (Small)	Firelink Shrine



Engorged Zombie (Torch)



Item Drops

None

Strategy

The torch wielding Engorged Zombie will try to engage you in close range combat at any opportunity. Much stronger and more durable than any other Zombie type enemy, it can quickly overwhelm you in numbers. In conjunction with the long-ranged Unarmed Engorged Zombie it can be a serious threat, but luckily most of its attacks can be parried and it's susceptible to Backstabs. Beware that the explosion of blood when it is killed can instantly cause the toxic status effect if you are touched by it.

Its primary method of attack will be a single or double swipe with a torch, which when blocked leaves it vulnerable and prone for a Backstab. The parry timing is also easy for these attacks, as you can just parry as soon as you see it about to start the attack to get the correct timing. Its torch stab will do significant fire damage to you if it hits, but it is slow and easy to sidestep. You will need a shield with good damage reduction to block all the damage from this.

The Rotten Cloud attack is more dangerous, as it will linger for quite a while, and if it hits will cause massive damage and inflict the toxic status effect. While you can block this, it can still build up. As a mage you can easily back away and use long distance spells before the Engorged Zombie can catch up to you as he has no long-range attacks.

HP	330	Souls	250	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Single Torch Swipe	127 (PHY)/257 (FIR)	Normal		Yes	Both	Slow
Double Torch Swipe	127 (PHY)/257 (FIR)	Normal		Yes	Neither	Medium
Torch Stab	257 (FIR)	Normal		Yes	Left	Fast
Rotten Cloud (toxic)	173 (PHY)	Normal		No	Left	Medium
Poison Blood at Dying*	0 (PHY)	Normal	Toxin: 150			

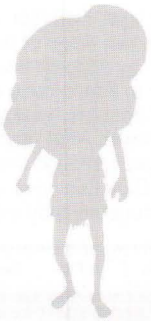
*does not use it, when defeated by fire

Engorged Zombie (Unarmed)



Item Drops

None



Strategy

The Unarmed Engorged Zombie is a long-range specialist, firing Fireballs from a distance. It can kill you in seconds if you encounter a group of them. Their blood can also cause Toxin, so be careful when you kill them. Mage types won't really be able to effectively fight them at long range, since their Fireballs come out much faster than most spells you can cast. Also, if you get hit by the powerful slow Fireball it will probably finish you.

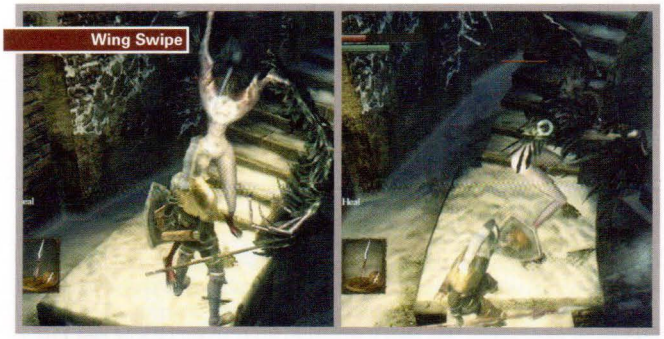
When you get close, the Unarmed Engorged Zombie will try to run away from you and create distance to use his Fireball attacks, use this chance to go for a Backstab. The Fireball attacks are fire based so increasing your fire resistance while in the Painted World is a good precaution to take.

The Unarmed Engorged Zombie has two different Fireball attacks that it can use, one of which is slower but more powerful. There are different animations for each of these attacks. When firing the faster Fireball, it will bring its hands together, whereas with the slower Fireball it will bring its hand to its mouth and fire it. When you are close, it will attack with slow punches that are weak and both easy to block and parry. Try to therefore stay at this distance to take advantage of these slow attacks.

HP	330	Souls	250	Respawn	YES	Abilities	None

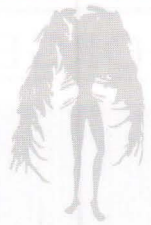
Attack	Damage	Attack Type	Parry	Tracking	Speed
Slow Punch	182 (PHY)	Strike	Yes	Both	Slow
Double Punch	192 (PHY)	Normal	Yes	Neither	Medium
Fast Fireball	360 (FIR)	Normal	No	Neither	Fast
Slow Fireball	408 (FIR)	Normal	No	Neither	Medium

Crow Demon



Item Drops

Souvenir of Reprisal (A)



Strategy

The Crow Demon is a fast and mobile enemy with some powerful attacks. It can cover distance quickly and has limited flight capabilities. Being a large enemy, its attacks cannot be parried and it cannot be Backstabbed. The Crow Demon doesn't have a lot of health, but can still be dangerous in narrow environments, where you will encounter it most frequently. It is also very agile and because of this will often end up walking off high ledges. If it does this whilst performing its Mount and Bite attack, it will float safely to the ground, otherwise it will die from the fall.

The single, double and triple Wing Swipe is generally quite slow and easy to both block and sidestep, although it is fairly damaging if it hits. The real threat is in its Mount and Bite attack, which will likely kill you if it hits. It's also unblockable. The Crow Demon will scream before initiating the attack, so take this opportunity to move towards it. The jump is aimed behind where you were originally standing when the Crow Demon initiated the scream, so moving forward will allow you to escape. Be sure not to move backwards, or you will be caught in the attack. Mage builds can have trouble fighting it since it moves so quickly, but it is quite susceptible to magic attacks.

HP	930	Souls	900	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Wing Swipe	437 (PHY)	Normal	No	Both	Slow
Double Wing Swipe	451 (PHY)	Normal	No	Neither	Medium
Triple Wing Swipe	458 (PHY)	Normal	No	Left	Fast
Mount and Bite*	288 (PHY)	Normal	No	Left	Medium

*Extremely Powerful Grab Attack



Snow Rat

Strategy

The Snow Rat is similar in behavior and strength to the other Undead Rat variations. However, there is one huge change in this one: it can inflict the deadly Toxin status effect on you with its attacks, whether blocked or hit. There are also a few attack differences, with the Undead Snow Rat having a few variations of the scratch and bite attacks, but these are only really different in terms of timing. As before, it cannot be parried or Backstabbed.

Since the Undead Snow Rat can attack so often and quickly, blocking for too long can lead to you being inflicted with the Toxin status. Block an attack then take advantage of the stagger and counterattack. Be sure not to fight more than one at a time or their attacks could land on you. Two hits is all it takes for you to be inflicted with Toxin. The environment you will find them in is cloistered, but try to lure one out to an open space before engaging it.

Item Drops

Humanity (A)



HP	237	Souls	300	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Bite	221 (PHY)	Normal	Toxic: 30	No	Both	Fast
Slow Scratch	226 (PHY)	Normal	Toxic: 30	No	Both	Medium
Head Butt	336 (PHY)	Strike	Toxic: 30	No	Both	Fast
Scratch	233 (PHY)	Normal	Toxic: 30	No	Both	Fast

Phalanx



Item Drops

Spear (A)
Large Leather Shield (A)

Strategy

You will only ever encounter the Phalanx enemy in one location: the Courtyard of the Painted World. The Phalanx are in a large defensive group much like their namesake. The large shields they hold offer them excellent frontal defense while their spears allow them to attack from far away. The Phalanx will come towards you in numbers of about three or four while the remaining Phalanx will attack from long range with Spear Toss.

The Phalanx can attack at any range once it has spotted you. The Spear Thrust is its most powerful attack, but doesn't track well and can be sidestepped quite easily. You will want to be continually side-stepping anyway, to get to the Phalanx's exposed side. The Phalanx is quite sluggish and can be maneuvered around quite easily. The courtyard offers a lot of objects such as pillars and crates you can use as cover, which will be useful to avoid the Spear Toss of the Phalanx enemies that are further away.

The Phalanx closer to you will be using the Spear Thrust and Spear Swing to attack you. Both of these are relatively easy to block, but you can be quickly overwhelmed by successive attacks. You should use the environment to your advantage to separate a few Phalanx from the rest of the pack and then pick them off. The shields of the Phalanx are an effective defense even against magic, so mage builds must use Area of Effect spells or hit them from the sides.

HP	335	Souls	250	Respawn	YES	Abilities	May come closer by flying

Attack	Damage	Attack Type	Parry	Tracking	Speed
Spear Thrust	360 (PHY)	Thrust	No	Both	Slow
Spear Toss	360 (PHY)	Thrust	No	Left	Fast
Spear Swing	360 (PHY)	Strike	No	Neither	Medium

Undead Dragon



Item Drops

Dragon Scale (M) [Painted World of Ariamis]



Strategy

You will only encounter the Undead Dragon twice in the game: the first is in the Painted World of Ariamis. The Undead Dragon here will be guarding a bridge, and will charge forward to the end of the bridge upon spotting you. When it gets to the end of the bridge, it will stop and attack you. It is best to wait for it to reach this position and then move out of range and attack.

Mage class builds are perfectly suited to take out the Undead Dragon in complete safety from outside of its attack range. In particular, Pyromancy spells will do massive damage to the Undead Dragon as he is very weak to fire-based attacks. A Bow or Crossbow is also a decent means of taking out the Undead Dragon, although this will take longer. Fire element Bows and Crossbows can speed this process up.

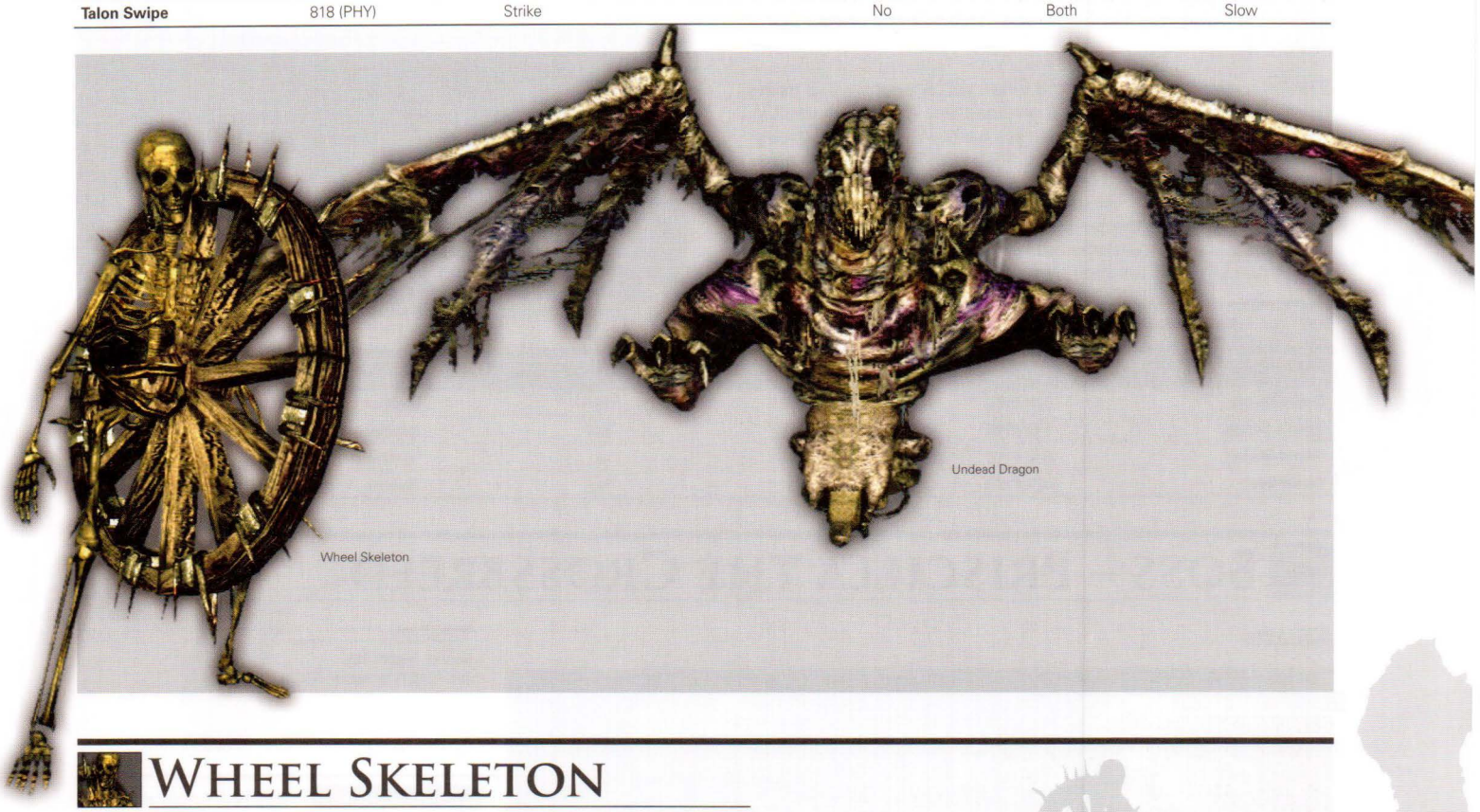
A melee build will have a lot more trouble. Standing directly in front of the Dragon's head will trigger either a Head Bite attack or a Poison Spit attack. The Head Bite is devastating, unblockable and is likely to kill in one hit. The Poison Spit is much easier to deal with, and while it is unblockable, it won't poison you quickly and offers you an excellent opportunity to attack. You can also approach from the side of the bridge, towards the Dragon's arms. This is a very risky endeavor however, as the Dragon will use its Talon Slam if you approach its right arm, or a Talon Swipe if you approach its left arm. Both of these are powerful, and have the added danger of potentially knocking or dragging you off the edge of the bridge.

The second Undead Dragon you encounter will be in the Valley of the Drakes. This one is completely stationary, and again highly susceptible to ranged attacks. There is a ledge directly in front of it, and climbing this and launching your ranged attacks from there is very effective. This is high enough away from the Dragon that it will completely ignore your presence, but you should still be in range for most spells. Fighting it up close is a similar proposition to the other Dragon, except it will use Talon Swipes with either arm even if you are directly in front of its face. Block or avoid this and only attack when it uses Poison Spit as before. It will never use the Talon Slam attack, but its swipes have huge range to the sides so attacking from here is not advised.

HP	3955	Souls	5000	Respawn	NO	Abilities	None

Valley of Drakes	HP	3480	Souls	3000	Respawn	NO

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Poison Spit	283 (PHY)	Normal	Toxic: 30	No	Both	Medium
Talon Slam	830 (PHY)	Strike		No	Neither	Slow
Head Bite	881 (PHY)	Strike		No	Neither	Medium
Talon Swipe	818 (PHY)	Strike		No	Both	Slow



Undead Dragon

Wheel Skeleton

Wheel Skeleton



Item Drops

Bonewheel Shield (A)

Strategy

The Wheel Skeleton can absolutely devastate you if it catches you unawares or corners you. The deadly Rolling Charge attack will tear both your defense and health to shreds in seconds, unless you have an extremely strong shield. While the Wheel Skeleton itself is not very resilient and goes down quickly to both magic and melee attacks, its excellent speed when performing the Rolling Charge allows it to both attack quickly and escape your retaliation.

Unless you have an extremely strong, upgraded shield that reduces damage by 100%, don't bother trying to block the Rolling Charge attack. It will completely deplete your Stamina and then the Rolling Charge will continually hit until you are dead.

You must ensure the Rolling Charge misses you completely, and then chase the Skeleton Wheel to where it stops and attack it. There is quite a significant cool down between Rolling Charge attacks, where the Skeleton Wheel will readjust itself and may attack you with the Double Punch attack if you are close enough. This attack is weak and easily blocked, but don't waste time waiting for this attack to come out, as you should aim to kill the Skeleton Wheel before it launches its next Rolling Charge. Mage's shouldn't really bother with magic here, as the time it takes you to fire a spell could be long enough for it to fire off another Rolling Charge.

HP	197	Souls	200	Respawn	YES	Abilities	None

Catacombs	HP	137	Souls	200	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Punch	254 (PHY)	Strike	No	Neither	Medium
Rolling Charge*	240 (PHY)	Thrust	No	Both	Fast

*Multiple hit combo attack

Heavy Knight (Sword)

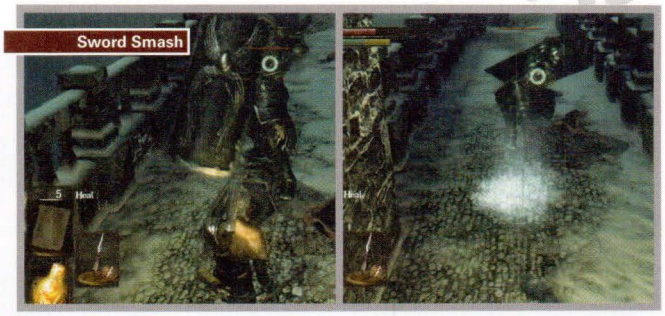
Strategy

The Heavy Knight you encounter in the Painted World is the only variation you will encounter with a sword. He is very similar to the mace variations of the Heavy Knight, except he is even stronger and more durable. All his attacks are the same, and should be dealt with in the same way. His Single and Double Swing attacks can be parried.

The major difference you will find when you encounter this Heavy Knight is the circumstances and environment you find yourself in. There are numerous Zombie enemies nearby that will prove very troublesome if you don't kill them first, particularly the Zombie Archers. Take them all out before the Heavy Knight spots you, preferably from long range. When fighting the Heavy Knight, he is near a very narrow part of the bridge, which he can be knocked off of. It is difficult to stagger him or knock him back, but if you can, knocking him off the bridge is the best tactic.

Item Drops

Greatsword (A)
Greataxe (A)
Tower Shield (A)
Steel Helm (A)
Steel Armor (A)
Steel Gauntlets (A)
Steel Leggings (A)
Large Titanite Shard (M)



HP	775	Souls	1000	Respawn	YES	Abilities	May heal when health is under 40%

Attack	Damage	Attack Type	Parry	Tracking	Speed
Single Swing	528 (PHY)	Normal	Yes	Neither	Medium
Double Swing	480 (PHY)	Normal	Yes	Neither	Medium
Sword Smash	660 (PHY)	Normal	No	Neither	Slow
Shield Bash	528 (PHY)	Normal	No	Neither	Fast

Boss – Priscilla the Crossbreed

09_013

Attacks

Item Drops

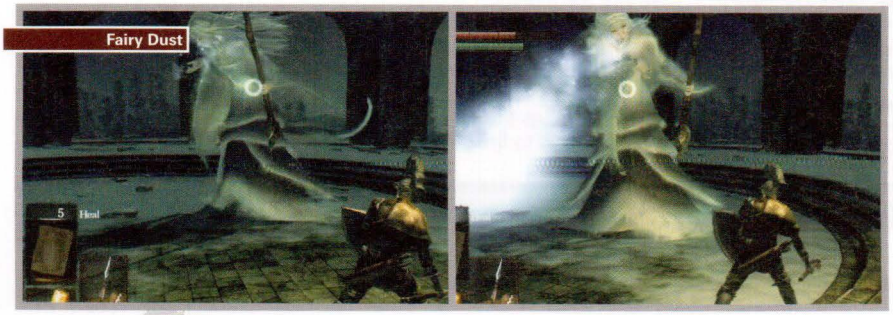
Soul of Priscilla (M)
Tail: Priscilla's Dagger (M)



Single Slash This is a single attack that has good forward range and tracks quite well to both sides. While it is fairly damaging, it can be blocked but not parried. This attack also causes Bleed upon hitting or being blocked.

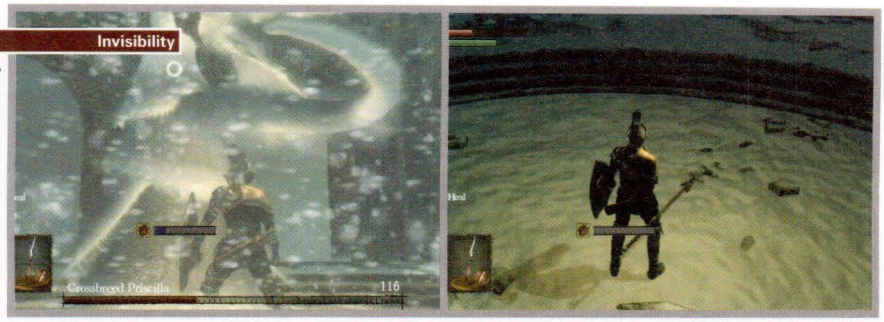
Double Slash This move is essentially the same as the Single Slash, but Priscilla will swing twice, once from right to left and then from left to right. There is quite a large gap between the two attacks. Priscilla will adjust herself in-between attacks to catch you while you are sidestepping, so be ready to roll towards her, as these attacks do not hit directly in front of her.





Fairy Dust This is an extremely powerful attack that is difficult to block. The cloud of dust also lingers. It does big damage, and should be avoided at any cost. Thankfully, Priscilla takes a long time to expel the dust and is quite vulnerable for a while afterwards. This is a good time to chop off her tail.

Invisibility While not an actual attack, this is an important ability that you will likely have to deal with. Priscilla will turn completely invisible and attempt to attack you. To make her visible again, you must hit her with three or four attacks. To find her, you can look for her footprints that appear in the snow as she moves. If she uses the Fairy Dust attack, the dust cloud will also indicate roughly where she is.



Strategy

Priscilla will not begin fighting with you straight away, and will only become aggressive after you strike the first blow. This is very useful since it allows you to get into position, and prepare yourself before beginning the battle. Pick your most powerful weapon and go into a two-handed stance, and move behind her. If you are a mage, it may be worth casting the Iron Flesh or Magic Barrier spells on yourself, or any other defense oriented spells. When you are ready, begin to attack her tail. Attack quickly and often, as even after the first few blows, she says a few words of dialogue before beginning to fight you properly. Hopefully in these first few strikes you also managed to chop off her tail, meaning you won't have to worry about this later and can pick up her unique weapon after the battle is done.

Priscilla doesn't have many attacks, and will mostly use her giant scythe for big, sweeping attacks. These can be blocked, but will cause Bleed damage regardless. It is absolutely imperative you don't allow the Bleed gauge to fill, as it will result in instant death if it does. Stay close and keep circling her, but don't commit to too many attacks unless she uses her fairy dust attack, as this has significant recovery time and there is much less risk of getting caught by a scythe attack. As a mage, you can run to the other end of the arena to give yourself time to cast a spell, since she moves quite slowly. However, her scythe has great range so don't take any risks when she makes her way over to you. After she takes a certain amount of damage, she will become invisible.

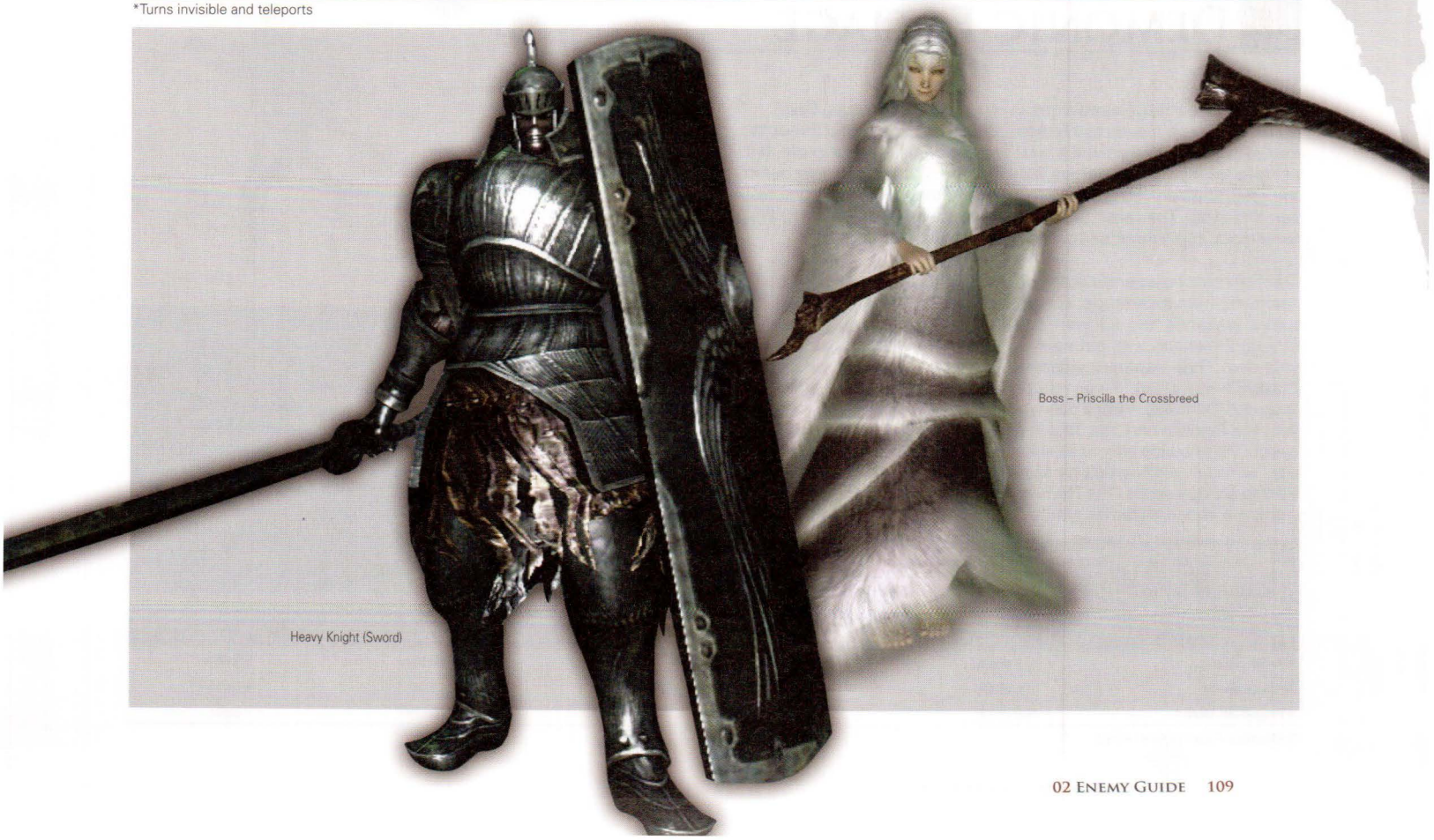
She can still use all her attacks while invisible, so you must render her visible as fast as possible. The best way to find her is to follow the footprints in the snow, but she will also give away her position when she starts using her Fairy Dust attack. Follow them and strike in the general area they lead you, and after hitting her once, look for where the blood appears. Keep hitting this area, and she will eventually re-appear. Keep this pattern up until she is defeated.

HP	2300*	Souls	30000	Respawn	–	Abilities	None

*The tail can be cut, HP158

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Single Slash	360 (PHY)	Slash	Bleed: 80	No	Both	Medium
Double Slash	490 (PHY)	Slash	Bleed: 80	No	Neither	Medium
Fairy Dust	432 (MAG)	Normal		No	Both	Medium
Invisibility*	–	–		No	Neither	Fast

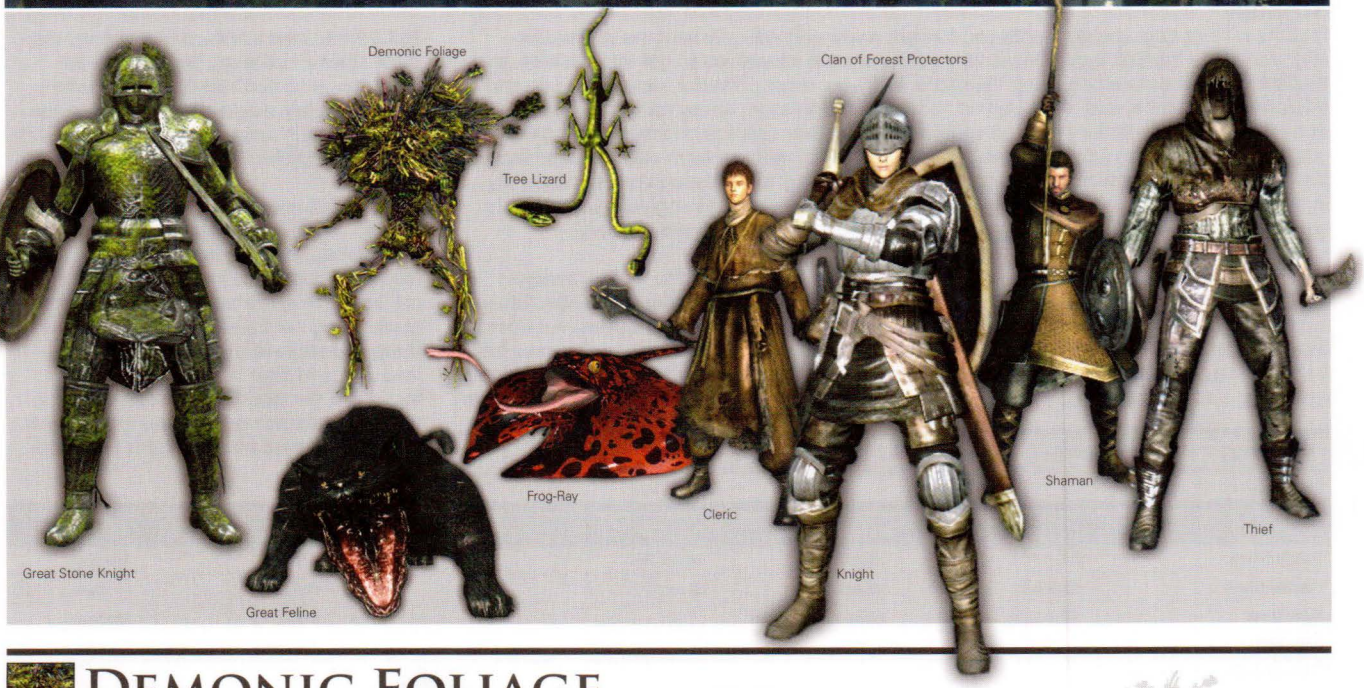
*Turns invisible and teleports



Darkroot Garden

The Darkroot Garden is a huge and disorienting area, filled with a huge amount of diverse enemies. They vary from the fairly weak to incredibly strong enemies, along with several bosses in the area. There are also a clan of Hollowed humanoid enemies, and numerous valuable items throughout the area. The darkness and similarity of each area can be very confusing, and will lead to numerous surprise attacks from enemies that you didn't see coming. Of particular note are the Great Stone Knights and the Great Felines: be wary of them whenever you encounter them.

Previously Encountered Enemies	First Encountered
Mushroom Child	The Great Hollow
Mushroom Parent	The Great Hollow



Demonic Foliage

Strategy

The Demonic Foliage specializes in ranged melee attacks. Fairly durable for such a common enemy, they aren't much of a threat in low numbers but when in a mixed group alongside other more damaging enemies they can prove troublesome. They also sprout out of the ground when you come near, meaning they can be difficult to see and avoid. They are quite susceptible to fire-based attacks, are fairly quick and cannot be parried or Backstabbed.

The Demonic Foliage has a couple of attacks that are designed to catch you from long range, outside of the attack range of almost all melee weapons. You will want to be continuously blocking while closing the distance to get near enough for you to deal damage of your own. They also track sidesteppers very well using their circular Branch Swipe attack. If you remain too close and stationary for too long, the Demonic Foliage can use an unblockable grab attack on you, the Pincushion Grab. This is deadly, and must be avoided at al costs. Mage builds should be very careful around the Demonic Foliage, as they usually won't be able to create the distance needed to effectively use spells. The Demonic Foliage also runs extremely fast, making it very difficult for you to create any kind of distance.

Item Drops

Bloodred Moss Clump (C)
Purple Moss Clump (C)
Blooming Purple Moss Clump (B)



HP	193	Souls	100	Respawn	YES	Abilities	None
Darkroot Basin		HP	283	Souls	100	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Branch Swing	173 (PHY)	Normal	No	Neither	Medium
Branch Swipe	195 (PHY)	Normal	No	Both	Medium
Pincushion Grab*	158 (PHY)	Normal	No	Neither	Slow

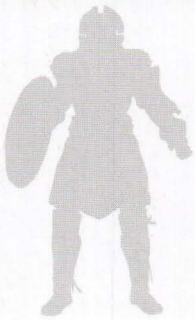
*Extremely Powerful Grab Attack

Great Stone Knight



Item Drops

Stone Greatsword (A)
Stone Greatshield (A)



Strategy

The Great Stone Knight is a versatile enemy that can present a serious problem if you don't take him out quickly. Once he builds momentum or fights in tandem with other enemies, he can take you out quickly and in decisive fashion. His defense is strong, and he is resistant to both physical and magical attacks. The Stone Knight only becomes active when you pass near his lifeless body, after which he will rise and attack you. You can take this opportunity to get a few hits in before he begins his attack. None of the Great Stone Knight's attacks can be parried and he cannot be Backstabbed.

The Great Stone Knight has a myriad of attacks with which he can assault you. His primary method of attack is using a Power Smash attack in combination with the weaker Double and Triple Slash attacks to attempt to break your guard. The Power Smash attack in particular is designed to break your guard in a single swing. Try to avoid this especially when other enemies are around, as they will take advantage of your staggered state and attack you mercilessly. This will probably result in you getting combo'd to death.

The Stone Knight will also periodically guard with his large shield, and since his attacks don't track particularly well anyway you should be continuously sidewalking around him, both to get around his defense and avoid his attacks. Most of his attacks track well to his left, so circle him to the right. In an emergency, roll into him to avoid his slash attacks, as the attacking hitbox of these attacks is quite high up, and you have a good chance of passing underneath them. Be careful of the Power Smash though, rolling into him when he does this is a very bad idea.

Occasionally, the Great Stone Knight will also use a spell, the Tranquil Walk of Peace. This will cause you to slow down drastically, and will give you all of the symptoms of having an equip load that exceeds your maximum threshold (namely, slow movement and an inability to roll). The startup for this spell is extremely long and obvious, and if possible, you should take this opportunity to attack the Knight relentlessly. If you attack him enough before the spell activates, he will be knocked out of the spell and won't cast it.

HP	288	Souls	300	Respawn	YES	Abilities	None

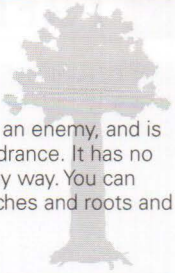
Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Double Slash	366 (PHY)	Normal		No	Left	Medium
Triple Slash	369 (PHY)	Normal		No	Left	Medium
Power Smash	401 (PHY)	Normal		No	Neither	Slow
Tranquil Walk of Peace*	–	–	Gravity	No	Both	Slow

*Slows movement speed

Possessed Tree

Item Drops

None



Strategy

The Possessed Tree is more of an obstacle than an enemy, and is simply designed to block your path and be a hindrance. It has no attacks and will not engage you offensively in any way. You can identify a Possessed Tree by looking at the branches and roots and see if they are wriggling.

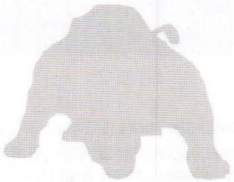
HP	540	Souls	180	Respawn	NO	Abilities	None

Great Feline



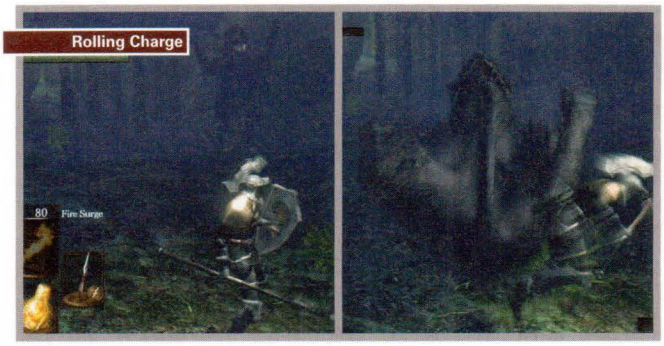
Item Drops

None



Strategy

The mighty Great Felines of Darkroot Garden can cause major problems when you come across them. They can inflict massive damage, and are very hard to dodge or run away from. They have several unblockable attacks that do huge damage, and if you encounter them in a group, death is almost certain. Thankfully, we're here to help.



All the Great Felines are located in one area of the Darkroot Garden, and this is right after the bridge you cross after climbing a series of ladders beginning at the base of the waterfall in Darkroot Basin, near the Hydra. As soon as you cross the bridge and enter the area, at least one Great Feline will spot you and attack. There are also several other Great Felines on the ledges around this area, and they will leap down to join the fray should you venture too close. If you end up engaging more than one, immediately retreat back towards the bridge. The cut off point for how far the felines will chase you is here, and they will immediately stop pursuit when you get near the bridge.

If you are a mage type class, this is a perfect place to launch your ranged attacks from, completely safe from attack while the felines back away slowly. Using a Bow will also work here, although due to the massive HP of the feline, this will be quite time consuming. Melee builds can also use the cut off trick to attack the felines, as they begin to back away slowly, you can get a quick strong attack in before backstepping away. Make you sure you don't venture back into the pursuit range of the feline if you attempt this though, as they will attack you immediately.

If you are dealing with a lone Great Feline, you can fight it in a more conventional manner. The Great Feline is more dangerous at certain ranges. At max range, you will have to be especially wary of the deadly Rolling Charge, an incredibly fast unblockable attack that does huge damage. You will have to roll out of the way with good timing to survive this attack, so be ready to move at a moment's notice. Preferably, you will want to close the distance. At mid range, just outside of the range of most melee weapons the feline will use the quick Pounce attack, which is powerful and tracks decently well.

Close range is where you will want to be, as you will be able to sidestep both the Quick Bite and Feast attacks, and be able to guard the weaker Turning Bite attack. Try to land your attacks to its head, as this will do extra damage. Sustained attacks will cause the feline to flinch, granting you extra time to do more damage. Make sure not to stay stationary, as the Feast attack is an unblockable instant kill move.

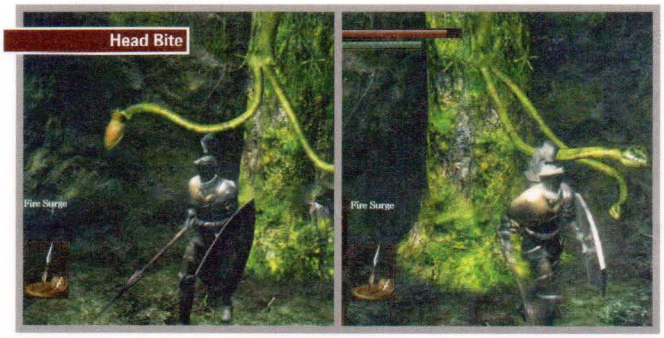


HP	1465	Souls	2000	Respawn	NO	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Quick Bite	389 (PHY)	Normal	No	Both	Fast
Turning Bite	399 (PHY)	Normal	No	Neither	Fast
Pounce	252 (PHY)	Normal	No	Both	Fast
Rolling Charge	441 (PHY)	Normal	No	Both	Fast
Feast*	273 (PHY)	Normal	No	Both	Medium

*Extremely Powerful Grab Attack

Tree Lizard



Strategy

The Tree Lizard is fairly rare, and difficult to spot even when you do come across it. It resembles the green vines hanging from most trees in the Darkroot Garden area, and it will attack anyone that approaches too quickly. The Tree Lizard is usually placed near an item or treasure, as bait to lure the player in before attacking. The Tree Lizard's attack cannot be parried, and due to it never leaving its position its back is never exposed for a Backstab. The Tree Lizard's attacks also cause Poison damage.

Item Drops

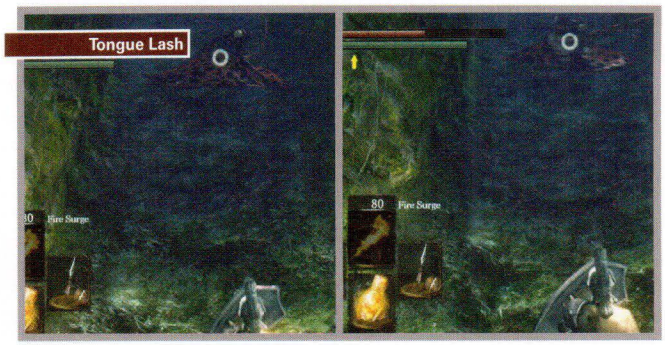
Egg Vermifuge (A)

The Tree Lizard has one attack, a snapping bite with its two heads. This attack has very quick startup and cool down, even after you block it and the lizard is staggered. As such, the Tree Lizard can launch attack after attack in rapid succession. While this wouldn't ordinarily be a problem, the fact that these attacks cause the Poison status affect make it an issue. The Poison buildup will occur even when you clock its attacks, but much more so if you are hit. The best approach to take is to attack from the side of the tree, almost behind the Tree Lizard, as its attacks cannot reach you there. The Tree Lizard also never moves, so attacking from outside its range is a viable tactic.

HP	169	Souls	60	Respawn	YES	Abilities	None

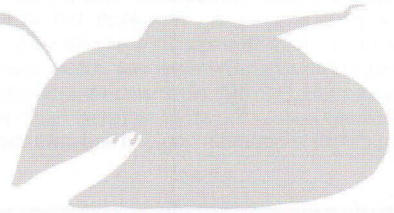
Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Head Bite	192 (PHY)	Normal	Poison: 60	No	Neither	Fast

Frog-Ray



Item Drops

Green Blossom (D)



Strategy

The bizarre looking mutant combination of a frog and a manta ray, the aptly named Frog-Ray is fairly easy to deal with. Found exclusively in Darkroot Garden, it can cause problems if encountered with a few other enemies, such as the Great Stone Knight or Demonic Foliage. It can also pop out from water, taking you by surprise. While it cannot be parried or Backstabbed, it is very slow moving and not very damaging, and will go down quickly with a few swift hits.

The Frog-Ray has two attacks, the horizontal Tongue Lash and the vertical Tongue Strike. Both attacks have quite good range and as you would expect, the Tongue Lash also has good tracking and will probably catch you while sidestepping. Both attacks do minimal damage however and can be easily blocked, after which the Frog-Ray will be very vulnerable during its substantial block stagger. Use this opportunity to take it out. A mage build shouldn't need to waste a spell on it, unless it's part of a large group of varied enemies and you need to take some of them out quickly. Thankfully, the Frog-Ray moves slowly and you can create distance between you and it rather easily.

HP	162	Souls	80	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Tongue Lash	236 (PHY)	Normal	No	Both	Medium
Tongue Strike	285 (PHY)	Normal	No	Neither	Medium

Clan of Forest Protectors: Cleric, Shaman, Thief, Knight

Strategy

The Clan of Forest Protectors inhabit the top area of the Darkroot Garden and defend it from grave robbers. They are led by Alvina, the white Great Feline. They will attack anyone that enters the area, but if you can reach Alvina and enter into a covenant with her, they will immediately stop attacking you. Be warned however, if you attack one of them after this, you will make enemies of them for life.

Cleric

The first of the two mage classes, the Cleric is more aggressive and will attack you alongside the other two melee classes. He is armed with a mace, which is fairly damaging, but the attacks from it are slow and lumbering. In addition, he has very poor armor and can't take many hits. You should leave him to the end, since he can heal himself frequently and can knock you away with the Force spell.

Shaman

The Shaman will attack you from a distance using the Soul Arrow spell until he runs out of uses. This is easy to dodge ordinarily, but since you will be busy fighting the other members of the clan, it's much harder to deal with. You should concentrate on dodging until the Shaman runs out of uses, whereupon the Shaman will move in to attack with his short sword. He has poor armor and his attack is weak, so once he's close he is much easier to deal with.

Thief

The Thief, like the Knight, is under a spell that renders him mostly invisible. Other than making him visually hard to see, it also makes it impossible for you to lock on to him. The best way to approach this fight is to stay mobile and keep moving, and when you spot an opportunity, parry an obvious strike from one of the slower enemies like the Knight or Cleric, leaving the Thief for the end when you can deal with his quick strikes easier. Try not to attack the Thief without parrying or blocking beforehand, as he is very adept at parrying himself.

Item Drops

Pharis
Black Bow of Pharis (M)
Pharis's Hat (M)
Twin Humanities (M)





Knight

The Knight is also invisible, just like the Thief. He is clad in sturdy armor and has a damaging longsword, but he is not as mobile as the Thief nor as quick. His attacks are quite slow, so while dodging the attacks of the other enemies, you should wait for an opportunity to parry and take him out. He is also slow to catch up to you, so if you move away and let the other enemies reach you first, this will create some distance between you and separate the Knight from his allies.



Pharis

HP	767	Souls	2000	Respawn	–	Abilities	None

Thief

HP	767	Souls	5000	Respawn	–	Abilities	None

Knight

HP	849	Souls	3000	Respawn	–	Abilities	None

Shaman

HP	719	Souls	2000	Respawn	–	Abilities	None

Cleric

HP	767	Souls	2000	Respawn	–	Abilities	Can use Miracle: Soothing Sunlight when HP 70% or less (of self or ally

Name	Right Weapon	Left Weapon	Armor	Ring	Magic
Pharis	Black Bow of Pharis +12 Falchion +12	Large Leather Shield +12	Pharis's Hat +10 Leather Armor +10 Leather Gloves+10 Leather Boots +10	Ring of Fog	None
Knight	Claymore + 12	Knight Shield +12	Knight Helm +10 Knight Armor +10 Knight Gauntlet +10 Knight Leggings +10	Ring of Fog	None
Shaman	Sorcerer's Catalyst Short Sword +12	Small Leather Shield +12	Sorcerer Cloak +10 Sorcerer Gauntlets +10 Sorcerer Boots +10	None	Soul Arrow Heavy Soul Arrow
Cleric	Mace +12 Canvas Talisman	East-West Shield +12	Holy Robe +10 Traveling Gloves +10 Holy Trousers +10	None	Soothing Sunlight
Thief	Bandit's Knife +12	Target Shield +12	Hollow Thief's Hood +10 Hollow Thief's Leather Armor +10 Hollow Thief's Tights +10	Ring of Fog	None

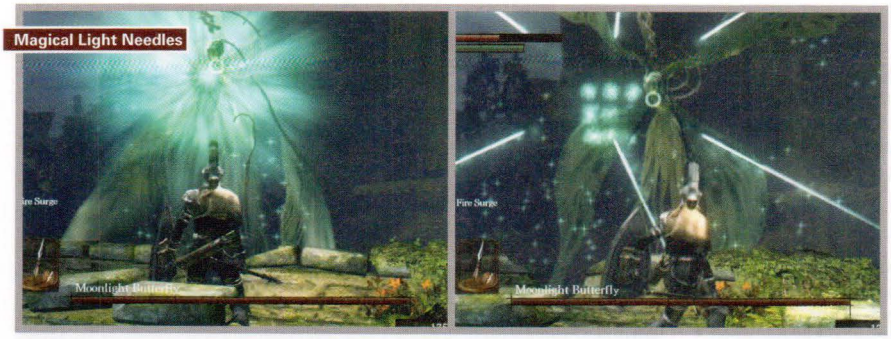
Boss – Moonlight Butterfly

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Attacks

Item Drops

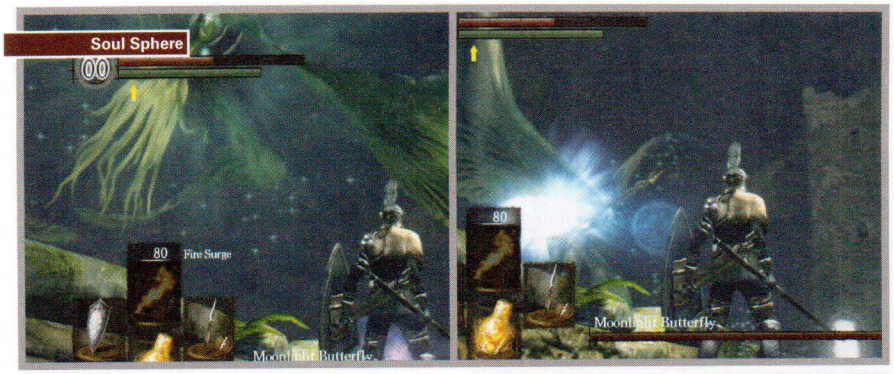
Soul of the Moonlight Butterfly (M)



Magical Light Needles Like all of the Moonlight Butterfly's attacks, it will first charge up energy before using this attack. This charge up animation is the same for the Light Needles, Soul Mass and Beam attacks, so until the attack actually comes out, you won't know which it is. This can be blocked, but since it is magical damage, it will bypass most conventional defenses. The Moonlight Butterfly will fire two sets of needles, with the central needle always being aimed at your position.



Homing Soul Mass The Homing Soul Mass attack fires a group of three slow moving, tracking projectiles in your direction. These do more damage than the Light Needles, but are much easier to dodge.



Soul Sphere The Soul Sphere is a huge ball of energy that has a massive blast radius when it makes contact with the surface of the bridge you are standing on. The Moonlight Butterfly will only fire this when it passes over you from one side of the bridge to the other. So as soon as it does this, run as far away as possible to try to avoid the blast.



Moonlight Beam Sometimes it will fire a huge beam across the bridge, which is very hard to fight. The startup animation is the same as it uses for the Light Needle and Soul Mass attacks. Once you see the beam, you can try to block it or avoid it either by running so far away from the Moonlight Butterfly that the arc of the beam doesn't hit you, or by rolling through the beam as it's about to hit you.



Charged Explosion When the Moonlight Butterfly lands on the bridge, it will rest for a moment before beginning to charge energy. Once this charge is complete, it will release a huge explosion that will damage you if you are in the vicinity. This is very powerful and should avoided at all costs.

Strategy

As the battle begins, the Moonlight Butterfly will be hovering in front of you over the bridge. Obviously only ranged attacks will reach, so a powerful Bow will work well. A mage will get mixed results, since many Pyromancy spells won't reach, but Soul Arrow and other similar spells should still reach. It is also worth reinforcing your magical defense with a Magical Barrier spell if you have it available, since all the Moonlight Butterfly's attacks are magic based.

A melee class will have to wait it out. The Moonlight Butterfly will eventually land on the bridge and use its Charged Explosion attack. This is your only opportunity to attack it with melee attacks, so you will have to get hits in before it fully charges up and releases the Charged Explosion. After that, it will resume flying and you will have to dodge its attacks until it lands again.

The most common attack it will use is the Magical Light Needles. The best way to avoid this is to stay as far away from the Moonlight Butterfly as possible, and timing an evasive roll as soon as it finishes its charge sequence before it releases an attack. If it was a Light Needle attack, you will roll around it, and if it was one of the slower attacks, you will recover from the roll in time to take other evasive measures.

HP	1506	Souls	3000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Soul Sphere	363 (MAG)	Normal	No	Both	Medium
Magical Light Needles	195 (MAG)	Normal	No	Both	Medium
Homing Soul Mass	270 (MAG)	Normal	No	Neither	Medium
Moonlight Beam	375 (MAG)	Normal	No	Neither	Medium
Charged Explosion	360 (MAG)	Normal	No	Neither	Medium

Boss – Sif, The Great Grey Wolf

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Attacks

Item Drops

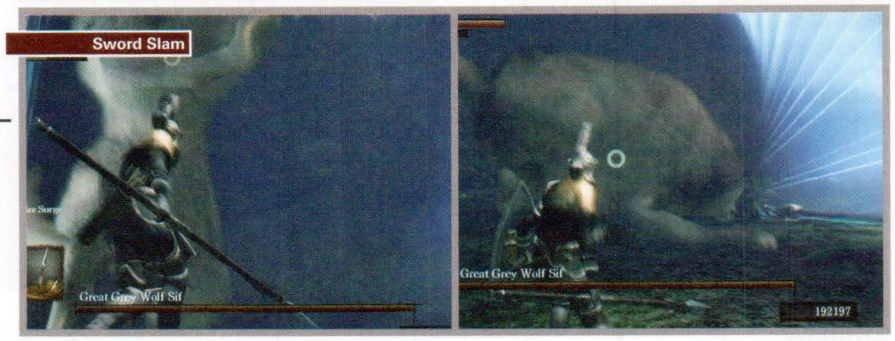
Covenant of Artorias (M)
Soul of Sif (M)



Dashing Slice Like all of Sif's attacks, the Dashing Slice can be blocked. However, blocking this attack carries some risk, as it actually hits twice; once with the sword, and then again if Sif's body touches you. If you are blocking it, make sure you are far back so only the sword makes contact with you. If you are forced to block both, you will likely not have enough Stamina to do so and will take massive damage from the second attack.



Spinning Slice The Spinning Slice is another attack that is very risky to block. Since Sif's spins around twice, you could end up blocking both spins, which you will not have enough Stamina to do. Make sure to evade one spin and block the other, or preferably, evade both.



Sword Slam The Sword Slam is a powerful attack, but has no tracking and a poor hitbox. This attack is blockable and while it will reduce your Stamina bar significantly, it has no follow up attacks and has substantial recovery, during which you can attack Sif.



Evasive Slice This is an incredibly quick attack where Sif will slice you as he jumps backwards and away from you in one motion. As a result, blocking it won't give you an opportunity to attack, but will help you survive. This attack is the best reason why you should have your guard up at all times.



Single Slice The Single Slice is a quick chop from Sif's sword from side to side. This attack has good tracking and a high hitbox, meaning you can roll under it quite easily. It also does not do much damage to your Stamina bar, so you can block it fairly safely.



Boss – Moonlight Butterfly

Boss – Sif, The Great Grey Wolf



Double Slice Two slashes from side to side, very difficult to sidewalk around due to the great tracking. These can still be rolled under and blocked fairly comfortably without the Stamina bar being fully reduced.

Finishing Combo This is a combo where Sif will slice twice and then finish with an overhead smash. The last hit has poor tracking and a small hitbox, so use this long combo as an opportunity to get some hits in.



Strategy

Sif is incredibly agile, and will be jumping all over the battlefield to move into position and evade your attacks. You won't need to follow him all over the place though, as he will attack you quickly and often. Almost all of his attacks have great tracking, so sidestepping around to his sides is not as effective as it is for other enemies. Thankfully, every attack he uses can be blocked, so having a shield that reduces physical damage by 100% is absolutely essential. Having a good amount of Stamina is also preferable.

Blocking his attacks and counterattacking is the best way to approach the battle. Mages will have to be extremely careful when casting spells, since Sif can close the distance between you and him in a flash and attack. A good tactic is to try and use the undulations and differences in heights of the terrain to your advantage. If Sif is on a higher part of the terrain than you, a lot of his attacks will pass harmlessly over your head as you attack from a lower base.

Be sure to look out for his Dashing Slice and Spinning Slice attacks, and be ready to roll backwards out of the range of these attacks. They can be blocked in part, but if you block all the multi-hitting parts of these attacks your guard will quickly be broken and you will take big damage.

HP	3432	Souls	30000	Respawn	–	Abilities	Will grow weak when HP is 10% or less.

Attack	Damage	Attack Type	Parry	Tracking	Speed
Single Slice	420 (PHY)	Normal	No	Both	Medium
Double Slice	441 (PHY)	Normal	No	Both	Medium
Finishing Combo	441 (PHY)	Normal	No	Both	Medium
Dashing Slash	399 (PHY)	Normal	No	Both	Fast
Sword Slam	420 (PHY)	Normal	No	Neither	Medium
Spinning Slice	588 (PHY)	Normal	No	Both	Fast
Evasive Slash	378 (PHY)	Normal	No	Neither	Fast

Darkroot Basin

The Darkroot Basin is the base of the Darkroot Garden area, and is home to only a few enemies. They are quite serious opponents though, and you can still die easily in this area if you are not careful. The main floor of the basin is populated by numerous Crystal Golems, who can easily overwhelm you with their large numbers. There is also a Hydra that guards the ladder leading to the rest of the area and a hidden NPC, so taking it out is quite important. And finally, a deadly Black Knight variation awaits among the path leading up to the Darkroot Garden.

Previously Encountered Enemies	First Encountered
Hydra	Ash Lake

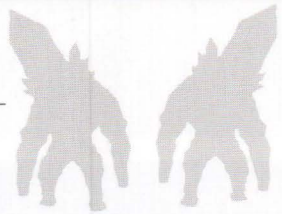


Crystal Golems (Blue, Amber)



Item Drops

Blue	Amber
Blue Titanite Chunk (A)	None



Amber ones are much rarer and stronger, and are usually hiding some sort of NPC inside themselves.

Strategy

The Crystal Golems are slow, clunky enemies that are very durable and have high HP. They are generally fairly easy to navigate around and run away from, and most of their attacks can be guarded. The Blue and Amber variations are more or less the same, but the Golems are incredibly slow, and most of their attacks can be avoided by simply backing away, guarding or sidestepping. However, take special note of the Crystal Eruption attack, this is unblockable and very damaging. The Blue Golem version of this attack has much greater range and the crystals will erupt all around it, rather than just in front of it like the Amber Golem. While they are dangerous in groups, you can easily get away from them since they are slow moving. Just pick them off one by one or take them out with magic.

Crystal Golems (Blue)

HP	408	Souls	200	Respawn	YES	Abilities	None
The Duke's Archives/Crystal Cave		HP	680	Souls	800	Respawn	YES

Crystal Golems (Amber)

HP	816	Souls	1500	Respawn	NO	Abilities	None
The Duke's Archives/Crystal Cave		HP	1360	Souls	2500	Respawn	NO

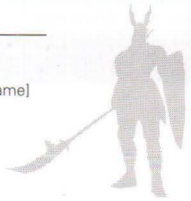
Attack	Damage	Attack Type	Parry	Tracking	Speed
Punch (Blue)	270 (PHY)	Normal	No	Neither	Medium
Right Uppercut (Blue)	330 (PHY)	Normal	No	Neither	Medium
Crystal Eruption (Blue)	278 (MAG)	Normal	No	Both	Slow
Double Punch (Blue)	311 (PHY)	Normal	No	Neither	Medium
Crystal Punch (Blue)	282 (PHY)	Normal	No	Left	Medium
Leaping Punch (Blue)	365 (PHY)	Normal	No	Neither	Medium
Punch (Amber)	405 (PHY)	Normal	No	Neither	Medium
Right Uppercut (Amber)	488 (PHY)	Normal	No	Neither	Medium
Crystal Eruption (Amber)	323 (MAG)	Normal	No	Both	Slow
Double Punch (Amber)	465 (PHY)	Normal	No	Neither	Medium
Crystal Punch (Amber)	423 (PHY)	Normal	No	Left	Medium
Leaping Punch (Amber)	530 (PHY)	Normal	No	Neither	Medium

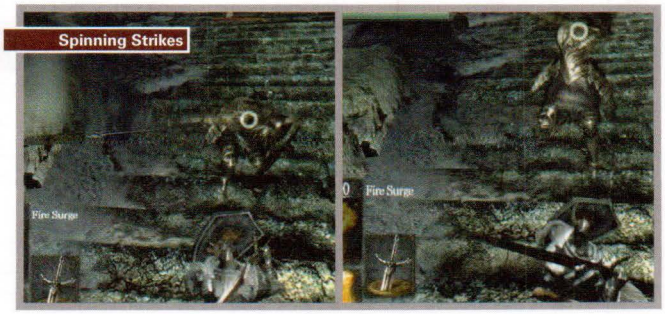


Black Knight (Spear)

Item Drops

Black Knight Halberd (C)
Black Knight Shield (B)
Blue Titanite Chunk (M) [Darkroot Garden, Kiln of the First Flame]
White Titanite Chunk (M) [Tomb of the Giants]





Strategy

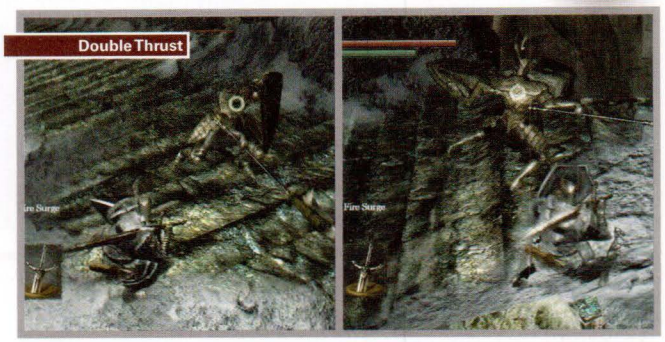
The supremely diverse Spear-type Black Knight is as dangerous as they come. Capable of a large variety of attacks, his speed, range and power are extremely hard to deal with. The only times you will

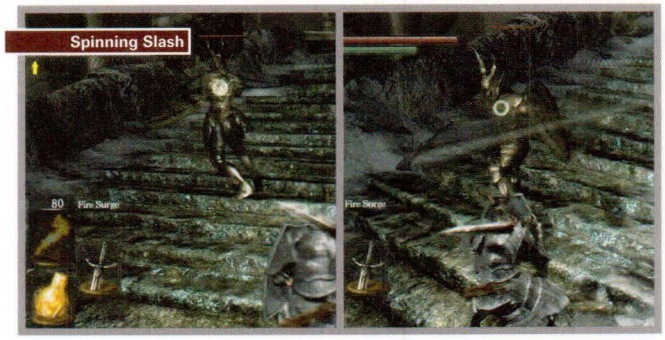


encounter this variation are here in Darkroot Basin and at the Kiln of the First Flame. Just like the other versions, this one can be parried and Backstabbed.

The Spear-wielding Black Knight has a lot of attacks to choose from. His bread and butter are the Thrust and Double Thrust attacks, and when he is further away from you, the Dashing Thrust. These attacks are difficult to parry since they are so quick and have no obvious startup animation. You're better off blocking these, or better yet, side-stepping around them, since their tracking is quite poor. However, his other slashing attacks, the Spinning Slash and Spinning Strikes, both track very well and are extremely damaging. They can be guarded, but you should attempt a parry on the second hit of either the Spinning Strikes or the second hit of the Double Swing. His Shield Bash is only designed to reduce your Stamina and break your guard, so if he uses this on you, roll out of the way of the next attack to survive.

When facing the Black Knight on the ridges of Darkroot Basin, you will have very little room for lateral movement, making his rapid thrusts hard to do anything about other then block. However, you can use the cliff edges to your advantage. If you can keep your back to the edge, and lure the Black Knight into using an attack with significant recovery, such as the Dashing Thrust, you can roll or dash behind him and quickly use a Backstab. If you angle and space it correctly, the Backstab animation can knock him off the edge, making this a very short fight.





HP	532	Souls	1800	Respawn	NO	Abilities	None

Tomb of the Giants	**HP**	816	**Souls**	1200	**Respawn**	NO
Kiln of the First Flame	**HP**	958	**Souls**	1200	**Respawn**	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Thrust	272 (PHY)	Thrust	Yes	Neither	Fast
Double Thrust	281 (PHY)	Thrust	Yes	Neither	Fast
Spinning Slash	286 (PHY)	Thrust	Yes	Both	Fast
Spinning Strikes	374 (PHY)	Thrust	Yes	Both	Medium
Dashing Thrust	391 (PHY)	Thrust	Yes	Neither	Fast
Shield Bash	340 (PHY)	Thrust	No	Neither	Fast
Swing	289 (PHY)	Normal	Yes	Both	Medium
Double Swing	289 (PHY)	Normal	Yes	Both	Medium

Valley of Drakes

The Valley of Drakes is sort of a nexus, a connecting point that links several areas together. As such, it is one of the smallest areas in the game and only populated by a few enemies, one of which is a non-respawning enemy (the Undead Dragon). The Undead Dragon should be approached with a similar strategy to the previous encounter, using long-range attacks where possible. The only other enemies are a series of Wyverns, whose electric-based attacks can bypass conventional defenses. A strong lightning defense will come in very handy here, as will a lightning-based weapon.

Previously Encountered Enemies	First Encountered
Undead Dragon	Painted World of Ariamis



Wyvern



Wyvern



Item Drops

Dragon Scale (S)



Strategy

The Wyvern is a tough, quick enemy, whose unconventional elemental attacks can penetrate an unprepared defense. While its tracking is generally poor and most of its attacks can be sidestepped, a group of them are incredibly deadly, hard to engage and even harder to escape from.

The primary method of attack the Wyvern uses is its Lightning Breath. This is a lightning-based attack and thus most shields won't be able to stop 100% of the damage, meaning blocking it is unwise. It also hits multiple times, so taking a lot of Stamina damage is inevitable. Thankfully, this attack does not track well and can be sidestepped easily. It also has a long amount of recovery, making this the best time for you to attack.

The Wyvern also has a myriad of swooping movements, both forwards and backwards, some of which are accompanied by a Lightning Breath attack launched from midair. If the Wyvern flies backwards, roll backwards to avoid the lightning, while if it flies towards you, roll into it to pass underneath it. Be careful to get caught by the Wyvern itself as it is landing, as this can also damage you.

HP	1152	Souls	500	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Head Bite	420 (PHY)	Normal	No	Neither	Fast
Lightning Breath	414 (LIG)	Normal	No	Both	Medium
Jumping Lightning	414 (LIG)	Normal	No	Neither	Fast

New Londo Ruins

The New Londo Ruins are a dangerous, multi-faceted environment separated into two main areas. The top half of the area is plagued by the Ghosts of New Londo, impervious to almost every attack with the means to chase you almost anywhere. The bottom half, once you have drained the water, is home to Dark Wraiths and Wisps, alongside the Ghosts. Without some means of combating the Ghosts, your visit to the New Londo Ruins will be a short one. Being in a Cursed state or wielding a weapon that can harm them is your only hope to get through unscathed.

Previously Encountered Enemies	First Encountered
Zombie (Docile)	Undead Asylum
Wyvern	Valley of Drakes

Ghost (Male, Female)



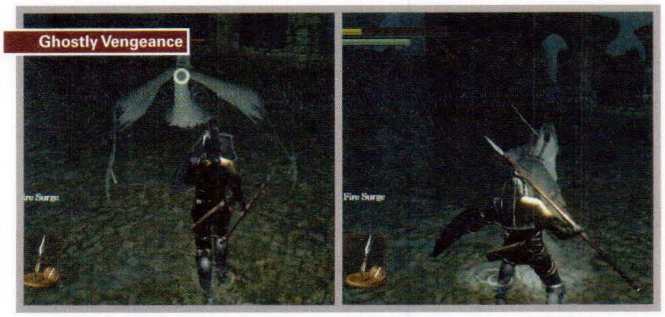


Item Drops

Male	Female
Jagged Ghost Blade (A)	Ghost Blade (B)
Transient Curse (B)	Transient Curse (B)

In order to fight them, you must Curse yourself, either by getting Cursed and then returning to battle them, or by using a Transient Curse item to temporarily fight them. Whichever method you choose, you should try to increase your drop rate as much as possible and kill them quickly, in hopes of one of them dropping the Ghost Blade weapon. This dagger can harm the ghosts without you having to be Cursed, making your life much easier.

Most of their attacks aren't too damaging, but the long-range grab, Ghostly Vengeance, is a one-hit kill attack that you must avoid at all costs. Once you can actually start hitting them, every hit will stagger them slightly, allowing you to kill them with relentless attacks.



Strategy

The extremely dangerous Ghosts of New Londo cannot be attacked ordinarily. Not only that, but they can pursue you through walls and over, under or through any terrain, up until the end of their pursuit zone. They also tend to lie in wait inside or behind walls, waiting for you to pass by before striking with a Lunging Slice or Stretch Slice. All their attacks are unblockable, regardless of what shield you are using. And not only are almost all of your conventional weapons useless against them, they are also impervious to all magic attacks.

Ghost (Male)

HP	231	Souls	–	Respawn	YES	Abilities	None

Ghost (Female)

HP	290	Souls	–	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Lunging Slice (Male)	204 (PHY)	Normal	No	Both	Medium
Double Lunging Slice (Male)	204 (PHY)	Normal	No	Both	Medium
Quick Slice (Male)	211 (PHY)	Normal	No	Neither	Fast
Stretch Slice* (Male)	204 (PHY)	Normal	No	Neither	Fast
Ghostly Vengeance*[2] (Male)	400 (PHY)	Normal	No	Neither	Slow
Lunging Slice (Female)	462 (PHY)	Normal	No	Both	Medium
Double Lunging Slice*[3] (Female)	454 (PHY)	Normal	No	Both	Medium
Quick Slice (Female)	315 (PHY)	Thrust	No	Neither	Fast
Stretch Slice (Female)	238 (MAG)	Normal	No	Neither	Fast
Ghostly Vengeance*[4] (Female)	459 (PHY)	Normal	No	Neither	Slow

*4 hit Combo *[2]Extremely Powerful Grab Attack *[3]5 hit combo *[4]Extremely Powerful Grab Attack

Wisp

Strategy

Wisps are sort of floating mines; upon detecting the player, they'll float towards them and when they get close enough, they'll begin to emit a noise and glow, and shortly after that, explode. This explosion is quite damaging, but it can be blocked. These explosions can also damage any enemies caught in the blast. Wisps are either limited in numbers, or are generated by a Mass of Souls in the area.

The best way to deal with the Wisp is to take them out from a distance as soon as you see one. Use the aim mode of a Bow and land an arrow from long range to instantly detonate the Wisp. If any others are nearby, they will also be caught in the blast and will explode too. If using a Bow isn't an option, you can also bait them into exploding prematurely.

Walk close enough to one so that it detects you, and wait for it to approach. As soon as it stops, makes a noise and begins to glow, run away from it and let it explode harmlessly.

Item Drops

None



HP	29	Souls	900	Respawn	YES	Abilities	None
Catacombs		HP	15	Souls	0	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Explosion*	420 (PHY)		No	AOE	Slow

*Wisp vanishes

Darkwraith



Item Drops

Titanite Chunk (B)
Titanite Slab (S)



Strategy

The Darkwraith is an adept swordsman with dark powers to support its attacks. While most of its sword attacks are parryable and blockable, it can do huge damage with combos if it lands a single hit. It also has great defense with its dark energy shield, and is very quick and agile.

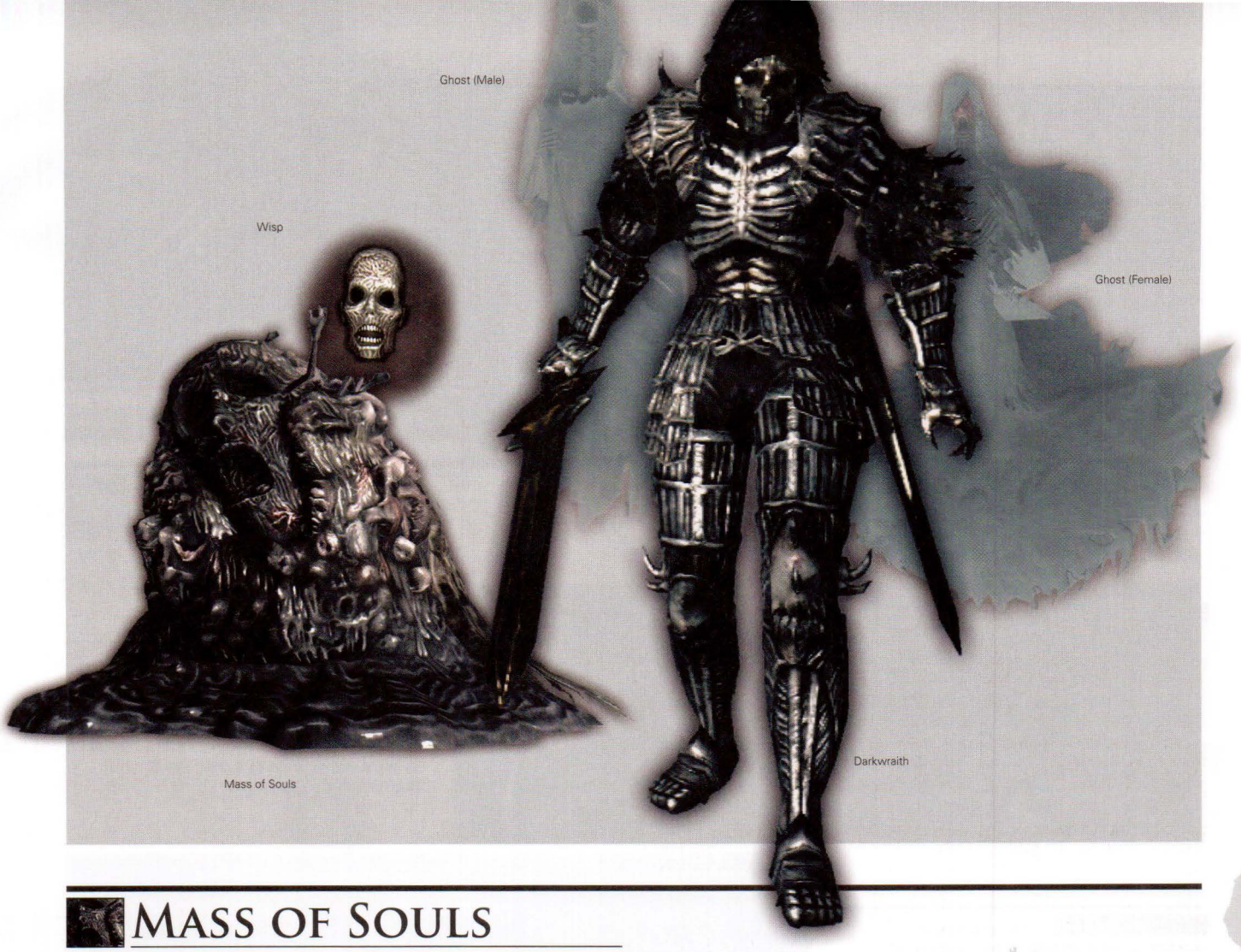
Most of its attacks are quick sword slashes. Of particular note is the multi-hitting Whirling Dervish attack, which is a combo of three attacks, with a possible last fourth hit which you can recover in time to parry. Most of its attacks are easily parried, so this should be your main method of attack, since its dark shield will block most normal attacks and cause significant block stagger.

Its kick attack is also designed to break your guard, so sidestepping around it often is a good idea. It is susceptible to Backstabs, and most of its attacks are very linear and don't track well. Make sure not to stay still for too long, or it will use its unblockable one-hit-kill grab on you, the Soul Steal.

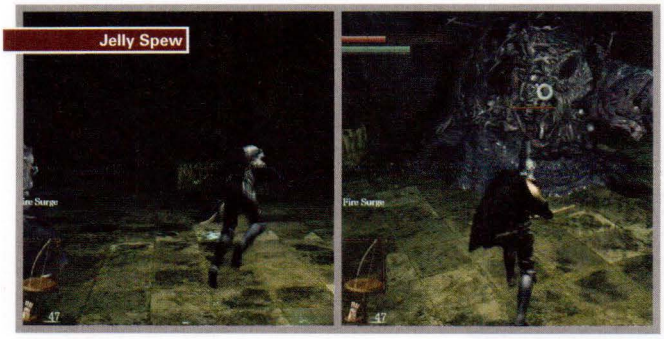
HP	525	Souls	900	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Overhead Chop	370 (PHY)	Normal	Yes	Neither	Medium
Double Chop	424 (PHY)	Normal	Yes	Neither	Medium
Running Stab	452 (PHY)	Thrust	Yes	Neither	Fast
Whirling Dervish	515 (PHY)	Normal	Yes	Both	Fast
Kick	260 (PHY)	Strike	No	Neither	Fast
Soul Steal*	281 (PHY)	Strike	No	Neither	Slow

*Extremely Powerful Grab Attack



Mass of Souls



Item Drops

None

Strategy

The Mass of Souls is a huge, jelly like accumulation of bodies. Despite its size, it can actually move fairly quickly, sliding along the floor. It has some unconventional attacks, along with the unique ability to spawn explosive Wisps ad infinitum. It has huge amounts of HP, and thanks to its size, cannot be parried or Backstabbed.

When facing you, the Mass of Souls will tend to attack using a spear it extends from its mouth. This spear has great range, but poor tracking. It also isn't very damaging and can be blocked easily. The thrust and slam attacks have no tracking at all, but are fairly quick, especially the thrust. However, the Jelly Spew attack has quite a large radius and if it hits, will cause you to slow down significantly, making it very hard to avoid the spear attacks.

While the Mass of Souls' forward movement is decent, its turning circle is incredibly slow. As a result, you can simply sidestep around to its back and stay there, hacking away, turning with the Mass to ensure you are always at its back. None of its attacks can reach you there. Be careful if it spawns a Wisp though, as this will move towards you wherever you are and explode.

HP	2059	Souls	5000	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Spear Swing	220 (PHY)	Normal	No	Both	Slow
Spear Slam	225 (PHY)	Normal	No	Neither	Medium
Spear Thrust	240 (PHY)	Normal	No	Neither	Fast
Jelly Spew	160 (PHY)	Normal	No	Neither	Medium
Wisp Release*	–	–	–	–	–
Slam Swing Combo	230 (PHY)	Strike	No	Both	Medium

*Wisp enemy will spawn

The Abyss

The Abyss is an eerie environment composed of nothingness. Making your entry to this forsaken place requires the Covenant of Artorias, retrieved by defeating the Great Grey Wolf Sif. The only denizens of The Abyss are the Four Kings of New Londo, whose souls you will need to retrieve for the Lord Vessel. Defeating them will grant you access to a Bonfire, which will be your means of escaping the area.

Previously Encountered Enemies	First Encountered
None	None



Boss – Four Kings

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Attacks

Item Drops

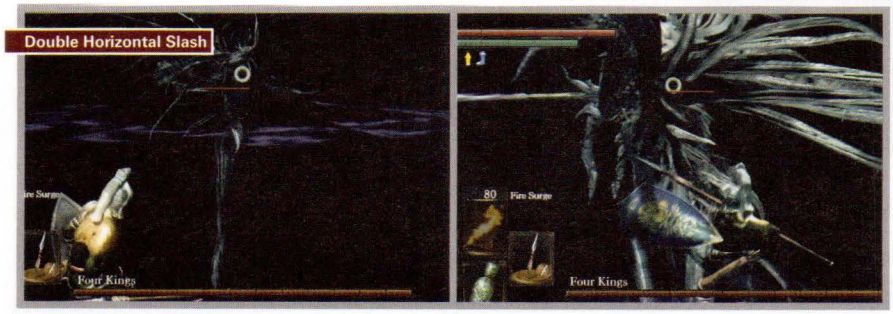
Bequeathed Lord Soul Shard (M)



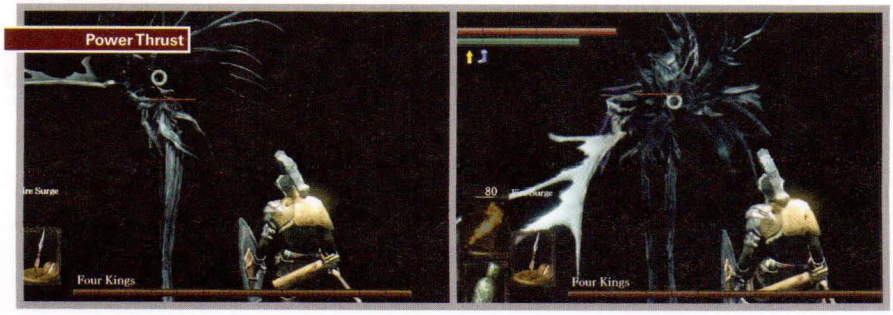
Double Slash This attack is two diagonal slashes with the King's huge blade. These attacks can be guarded, and they do not have good tracking to either side. Blocking them isn't recommended however, as they will do massive damage to your Stamina bar.

Vertical Slash This is a single powerful vertical slash. The tracking is non-existent on this attack, so it is a great opportunity to move to the side of the King and get a few free hits in. This attack is also blockable, but again, it is not recommended.





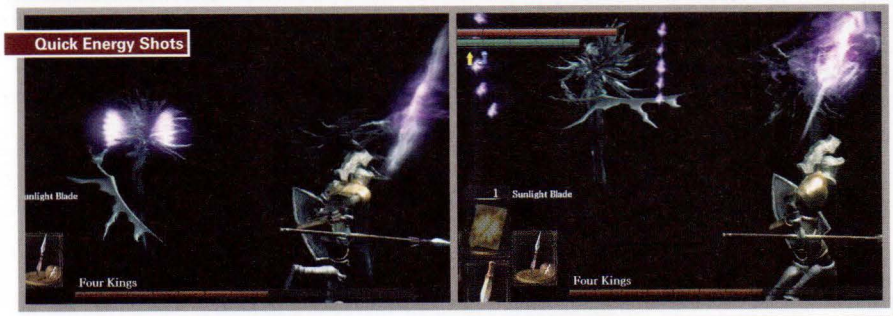
Double Horizontal Slash This is a pair of wide-sweeping slashes with the King's large sword. These have excellent tracking and are quite damaging to both your health and Stamina bar. They can be rolled under, and if you are close enough to the King, they won't hit. You should use this opportunity to attack.



Power Thrust A powerful straight thrust with the sword. This is the King's longest reaching sword attack, and will do big damage to health and Stamina. While it is linear and doesn't track well, the King will only use it when you are at a distance and cannot sidestep it well.



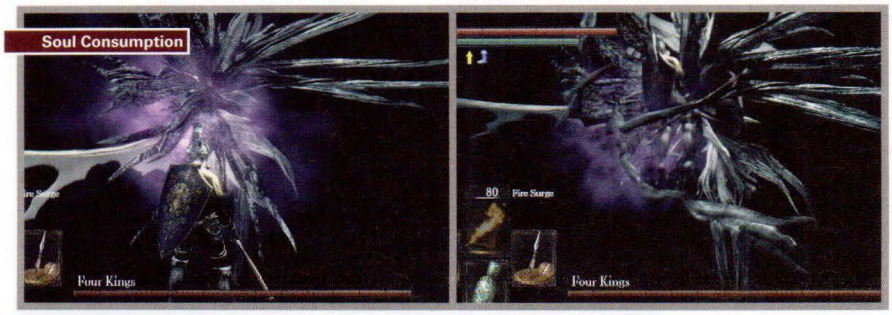
Energy Bolt This magical attack is a slow moving, large purple projectile. It has excellent homing capabilities, and will follow you no matter how much you evade. It is also unblockable, and does big damage. Your only means of dealing with it is to outrun it; you can run faster than it can chase you. If you run from it long enough, it will eventually disappear. This can take a while though, and it may be enough time for a new King to appear.



Quick Energy Shots This is another magical attack, a quick moving set of energy shots that will home in on your location. These are much quicker than the Energy Bolt, but have much weaker homing capabilities. As a result, you can roll out of the way when they come close to you quite easily.



Energy Explosion This is a large area of effect magical attack that is unblockable and very damaging. The King using it will spin around and begin to emanate purple energy. As soon as you see the spin, run away from the King as fast as possible to escape the resulting large explosion that will occur.



Soul Consumption This is a rarely used, but deadly, unblockable one-hit kill grab attack. The animation for it is similar to that of the Energy Explosion; the King will spin around, and then dash towards you with his arm extended. Be sure not to get caught by it.

Strategy

Before going into the Abyss to fight the Four Kings, ensure you have armor that is strong against both physical and magical attacks, and a shield that can defend well against both.

When you first land in the Abyss, spin the camera around and try to identify the first King as soon as possible. He may be off in the distance. As soon as you find him, move forward to engage him. To begin with there will only be one King, who will soon be joined by another. Then after a while a third will join the fray, then the last one, so that you are battling four Kings at once. Needless to say, when it gets to this point, it becomes an almost unwinnable battle. Thankfully, you can do something about it.

Each King has a set amount of health, about 20% of the total. Reducing this to zero will kill that King, and lower their numbers. They will keep spawning until you reduce their total HP to zero, so expect to have to kill at least four to five Kings anyway. Killing them as fast as possible is paramount, otherwise you will soon be overwhelmed.

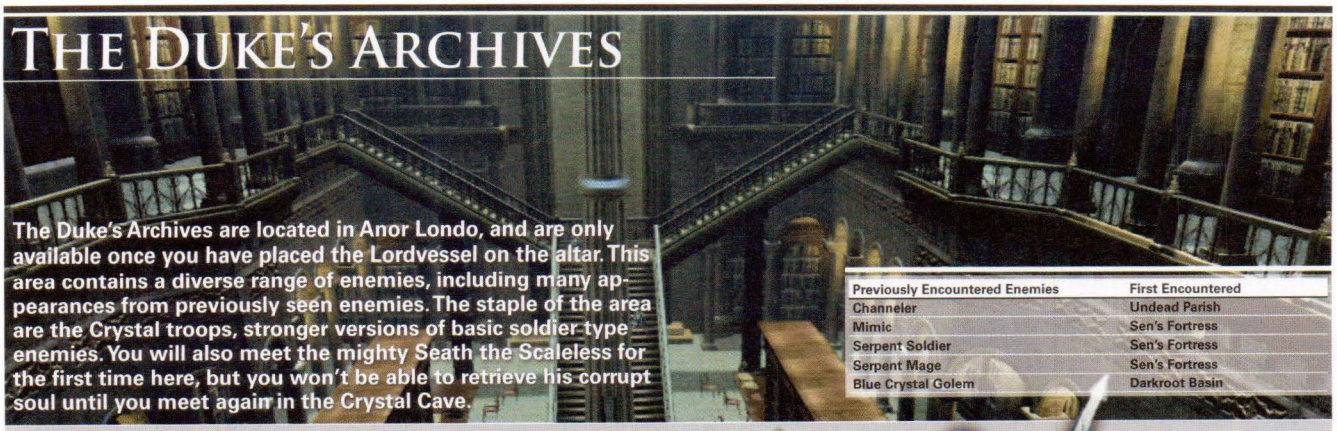
HP	9504*	Souls	30000	Respawn	–	Abilities	None

*Each character has HP2376 / The four gatheres the HP

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Horizontal Slash	368 (PHY)/189 (MAG)	Normal	No	Both	Medium
Vertical Slash	378 (PHY)/189 (MAG)	Normal	No	Neither	Medium
Power Thrust	389 (PHY)/189 (MAG)	Normal	No	Neither	Medium
Double Slash	441 (PHY)/189 (MAG)	Normal	No	Neither	Medium
Energy Explosion	546 (MAG)	Normal	No	AOE	Slow
Quick Energy Shots	347 (MAG)	Normal	No	Both	Medium
Energy Bolt	483 (MAG)	Normal	No	Both	Slow
Soul Consumption*	494 (MAG)	Normal	No	Neither	Slow

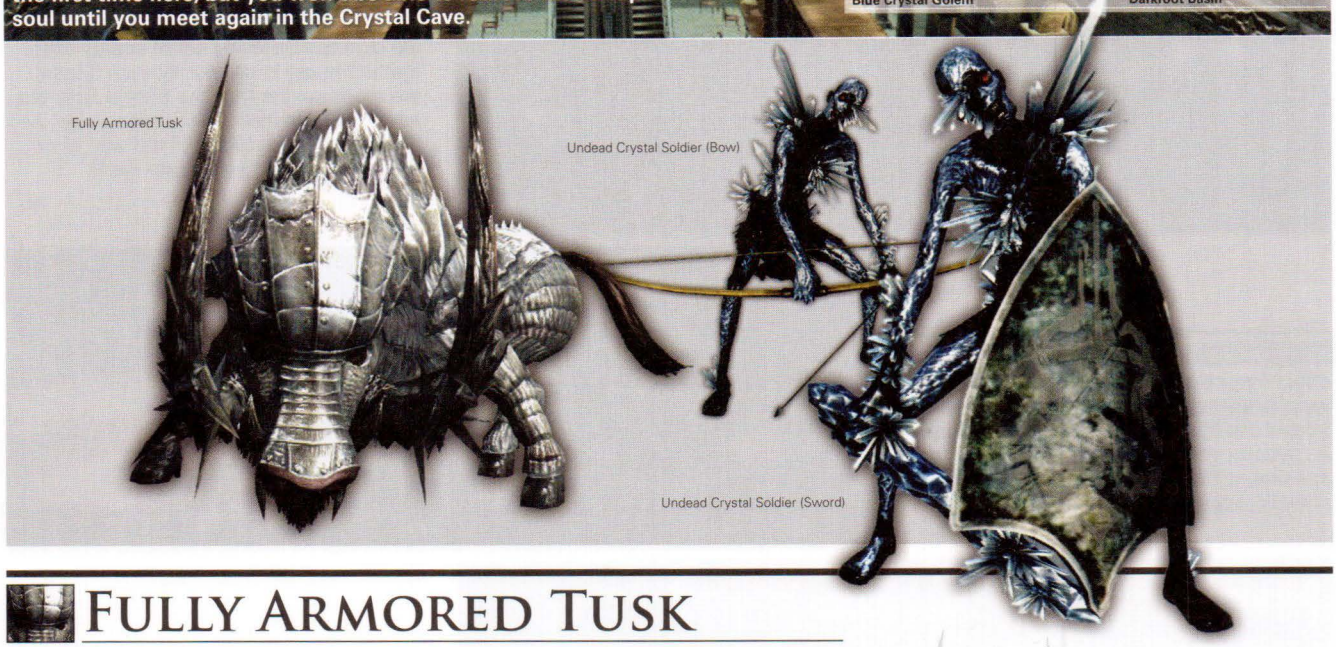
*Extremely Powerful Grab Attack, absorbs 1 humanity

The Duke's Archives



The Duke's Archives are located in Anor Londo, and are only available once you have placed the Lordvessel on the altar. This area contains a diverse range of enemies, including many appearances from previously seen enemies. The staple of the area are the Crystal troops, stronger versions of basic soldier type enemies. You will also meet the mighty Seath the Scaleless for the first time here, but you won't be able to retrieve his corrupt soul until you meet again in the Crystal Cave.

Previously Encountered Enemies	First Encountered
Channeler	Undead Parish
Mimic	Sen's Fortress
Serpent Soldier	Sen's Fortress
Serpent Mage	Sen's Fortress
Blue Crystal Golem	Darkroot Basin



Fully Armored Tusk

Strategy

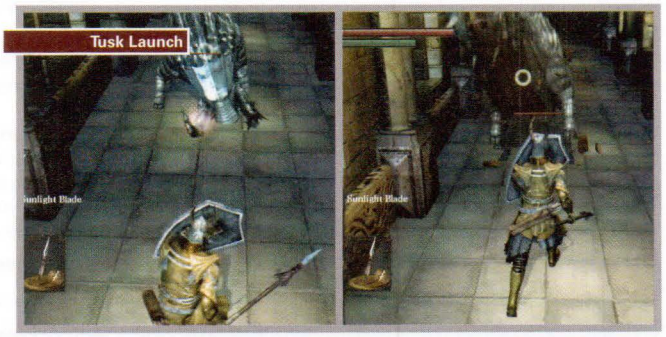
The Fully Armored Tusk is similar in almost every way to the Armored Tusk, except for a couple of key differences. The environment you will encounter it in, and the most important change, its previously exposed rear end weak point is now completely armored.

There are only two Fully Armored Tusks, both in the corridor leading from Anor Londo to the Duke's Archives. This is a terrible environment to fight these creatures in, as the narrow corridors are perfectly made for them to charge down and gore you with nowhere for you to run. The end of the pursuit zone for the first Tusk is near the entrance to the corridor, so lead it here before attacking it as it backs away from you. Most weapons and magical attacks will be ineffective, but fire-based attacks can have good results.

The second Tusk is near the entrance to the first real room of the Duke's Archives. Get behind it if possible, and move into either the left or right corner of the room, next to the lift. The Tusk cannot enter this area due to the pillar blocking its path, so this is a safe place for you to take your time to defeat it.

Item Drops

Fang Boar Helm (C)



HP	640	Souls	1000	Respawn	NO	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Tusk Launch	672 (PHY)	Thrust	No	Neither	Slow
Tackle	672 (PHY)	Thrust	No	Neither	Medium
Tusk Attack	456 (PHY)	Thrust	No	Both	Medium
Boar Kick	456 (PHY)	Strike	No	Neither	Medium
Charge	456 (PHY)	Thrust	No	Both	Fast



Undead Crystal Soldier (Sword, Bow)



Item Drops

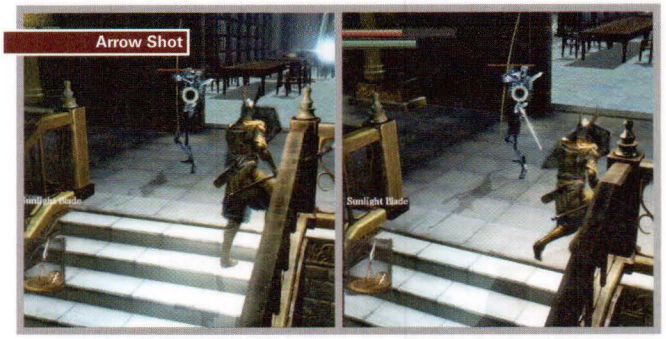
Undead Crystal Soldier (Sword)
Crystal Straight Sword (A)
Caduceus Kite Shield (A)

Undead Crystal Soldier (Bow)
Longbow (A)

Strategy

The Crystal Soldiers are similar in behavior to most Undead and Zombie soldiers. However, they are much more durable and damaging, and can cause trouble even in this late stage of the game. The Crystal Swordsmen are very resilient to physical damage, thanks to their crystal armor and shields. Their swords also do much more damage than other soldier type enemies, and they have some quick guard breaking moves like the Quick Barge, which cannot parried. All of their sword based attacks can be parried however, and the timing is quite simple. They can also be Backstabbed.

The Crystal Archers are an annoyance in that they will support the attacks of the Crystal Soldiers from afar, and should they land a hit, there is a chance of being combo'd by the soldiers you are battling. Luckily the Archer will never switch to a sword like some of the other Bow-using enemies, so once you close the distance it is a simple task to dispose of them.



Undead Crystal Soldier (Sword)

HP	212	Souls	150	Respawn	YES	Abilities	None

Undead Crystal Soldier (Bow)

HP	155	Souls	150	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Sword Smash (Sword)	269 (PHY)	Normal	Yes	Neither	Slow
Double Slash (Sword)	355 (PHY)	Normal	Yes	Neither	Medium
Leaping Smash (Sword)	374 (PHY)	Normal	Yes	Left	Medium
Quick Barge (Sword)	353 (PHY)	Normal	Yes	Neither	Fast
Arrow Shot (Bow)	379 (PHY)	Thrust	No	Neither	Medium

Crystal General



Item Drops

None



Strategy

The Crystal General is essentially a Hollow enemy, and has all the same attacks that an ordinary longsword wielding NPC has. However, his crystal weapon and armor make him very powerful, and his crystal shield can also be a dangerous weapon.

While most of his attacks are parryable, you should be wary of going for a parry. If you mis-time it and he hits you, you will be in a world of hurt. His power slash and spinning slash in particular are very damaging. His attacks are blockable and this is the best way to deal with them. However, his Shield Bash attack is a little bit special compared to others you may have encountered before. Due to him wielding the Crystal Shield, he can cause the bleeding status effect on you by hitting you with his Shield Bash. Two of these, and you will undergo Blood Loss, which will be instant death.

Keep your guard up and sidewalk around him, blocking his sword attacks and aiming to get around him for a Backstab. If he lands a Shield Bash on you, back away quickly until your bleed bar depletes.

HP	742	Souls	3000	Respawn	NO	Abilities	None

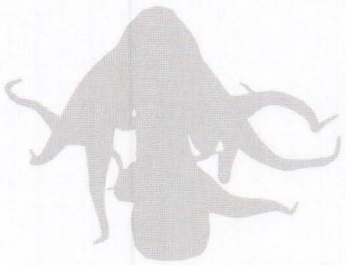
Right Weapon	Left Weapon	Armor	Ring	Magic
Crystal Greatsword	Crystal Shield+5	Crystalline Helm	None	None
		Crystalline Armor		
		Crystalline Gauntlets		
		Crystalline Leggings		

Pisaca



Item Drops

Humanity (B)



Strategy

The Pisaca are a group of enemies that act as guards to the dungeons of the Duke's Archives. They move quickly up the stairs right after the Serpent Soldier sounds the alarm after your escape. They are in a massive group and are very difficult, if not impossible to slip past, so the battle will have to take place on the stairs.

The most important thing to avoid is the Grab 'n' Stab attack, as this is unblockable and an instant kill. Even if the grab doesn't connect cleanly, if you come into contact with the Pisaca's tentacles you will still take unblockable damage. The rest of the Pisaca's attacks are easily blocked, and don't have great forward range.

As they come up the stairs, you should goad them into attacking and then back away, as they suffer from significant recovery after an attack. Punish the recovery with a leaping strong attack, then roll away and repeat. If you begin to get overwhelmed, run back to your cell and close the door; the Pisaca's will retreat slowly down the stairs, giving you time to use the Bonfire and regroup.

Immortal Seath the Scaleless

You will actually encounter Seath the Scaleless for the first time in the Duke's Archives. However, here he is unkillable as his 'heart' is located elsewhere. You must die by Seath's hand here, as he will send you to the archive's dungeon area, where you must escape to continue. The real battle takes place in the Crystal Cave, so see that section for the full strategy for defeating him.

HP	350	Souls	300	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Tentacle Swing	408 (PHY)	Strike	No	Neither	Medium
Spit	389 (PHY)	Normal	No	Neither	Medium
Garb N Stab*	684 (PHY)	Normal	No	Both	Slow

*Extremely Powerful Grab Attack

Crystal Cave

The Crystal Cave is arguably the hardest area to navigate in the game. Not only does it house the extremely resilient (and annoying) Crystal Butterflies, but the actual footing is literally impossible to see. By using the impact of the falling crystal dust you'll have to precariously make your way down to (and eventually out of) the heart of the cave, only to face the deadly Seath the Scaleless. Have some Curse Break items handy, as becoming Cursed is practically inevitable.

Previously Encountered Enemies	First Encountered
Man-Eater Shell	Ash Lake
Blue Crystal Golem	Darkroot Basin

Crystal Butterfly

09_017



Item Drops

Blue Titanite Chunk (B)
Blue Titanite Slab (S)



Strategy

This offshoot of the Moonlight Butterfly is actually much harder to deal with, and you will have to face several while in the Crystal Cave. The limited, slippery footing will be a huge hazard as you attempt to dodge the Crystal Butterfly's attacks. Unlike the Moonlight Butterfly, the Crystal Butterfly never comes in to land, and so close range melee weapons will be utterly useless against it.

This being the case, you will have to rely on long range, precise magic like Soul Arrow variations, or on a powerful Bow. And it will have to be an extremely powerful Bow, as the Crystal Butterfly has a ton of HP. The Dragonslayer Greatbow is the best option, so try to ensure you have enough dragon arrows before going in.

In terms of attacks, the Crystal Butterfly is limited to two of the Moonlight Butterfly's attacks, the Homing Soul Mass and Light Needles attacks. Both of them operate in the same way, and can be evaded in the same way.

HP	1255	Souls	400	Respawn	NO	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Light Needles	312 (MAG)	Strike	NO	Both	Medium
Homing Soul Mass	432 (MAG)	Strike	NO	Neither	Medium

Boss – Seath the Scaleless

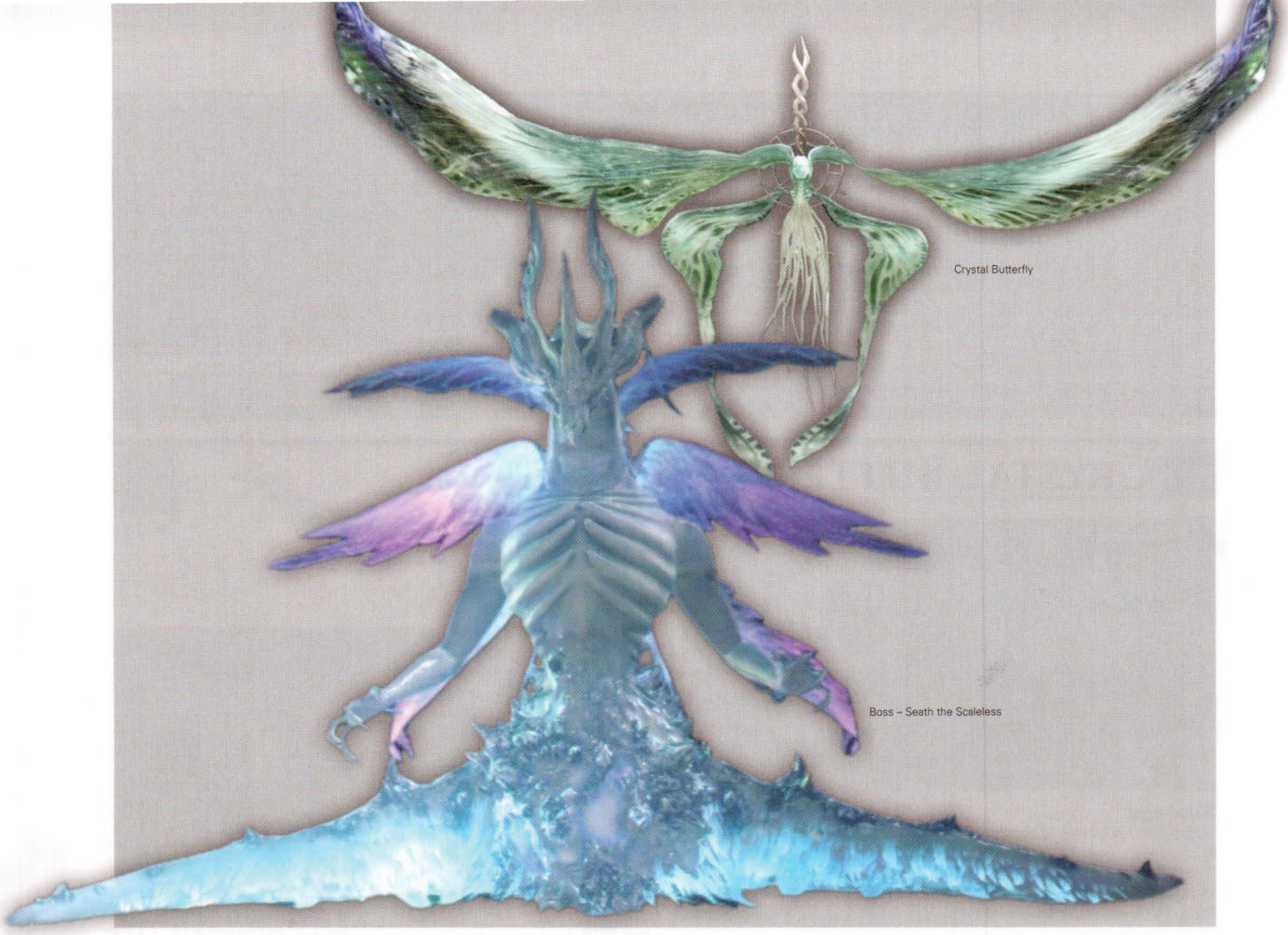
Attacks



Item Drops

Bequeathed Lord Soul Shard (M)
Tail: Moonlight Greatsword (M)

Close Curse Beam The first of Seath's Curse Beams: Seath will fire a beam from his mouth in a circular arc close to his body, and crystals will erupt from the ground around where the beam touched. Getting hit by the crystal eruption will cause substantial damage, and standing amongst the crystals after they have erupted will inflict continuous damage on you. In addition, touching these crystals builds up your Curse meter. The eruption and all subsequent damage is unblockable.





Far Curse Beam The same effect as the Close Curse Beam, except this is fired in a circular arc further away from Seath's body.



Straight Curse Beam The last of the different Curse Beam types, Seath fires this in a straight line from the base of his body to the end of the room, in the direction you are standing.

Crystal Curse Explosion Seath's most dangerous attack: Seath will begin charging briefly, and will then erupt crystal from his body in all directions. This crystal eruption is even more damaging than the others, and of course much harder to evade. The only way to avoid it is to get quite far away from Seath's body, out of range of the eruption.



Tail Thrash Seath will use this if you stay near one of his three tails for too long. He will begin slamming all three tails down continuously, smashing into you if you are too close. This can even hit multiple times, as while you are getting up from the first hit, he might be still be doing the attack, hitting you again before you can get away. This attack is unblockable.



Punches Seath will throw a scooping punch with either his left or right hand. This is incredibly damaging and unblockable, but fairly easy to dodge since his hand hitbox is so small.



Strategy

You should be completely prepared for this fight before you go into the area that activates. The battle will start automatically after you approach close to Seath's crystal heart, located in Crystal Cave. Make sure you don't go too far in if you aren't yet ready. You are practically guaranteed to get Cursed during the course of this battle, so be prepared for this. Also, you cannot guard any of Seath's attacks, so just go two-handed and abandon any illusions of defense.

As soon as the battle starts, turn around and run to the crystal at the back of the cave. Destroy it with one hit, and immediately turn back and run towards Seath. It is this crystal that makes him immortal, and destroying it has rendered him vulnerable. As he roars in pain from its destruction, you have time to run and try to get in position. You will want to be on his side, in between one of his side tails and his rear tail. From here, you are safe against all his attacks except the Crystal Curse Eruption and the Tail Thrash, but you can see both of these coming and dodge them.

Begin attacking him here, and turn with him as he turns, rolling and attacking to get extra hits in. When he stops for an attack, get ready to run away, to avoid the Crystal Eruption and Tail Thrash attacks. You may get caught in or two of these attacks while doing this, but neither is strong enough to kill you in one hit. You are also likely to get Cursed, so keep both healing and Curse break items in plentiful supply. Keep this up until he is down.

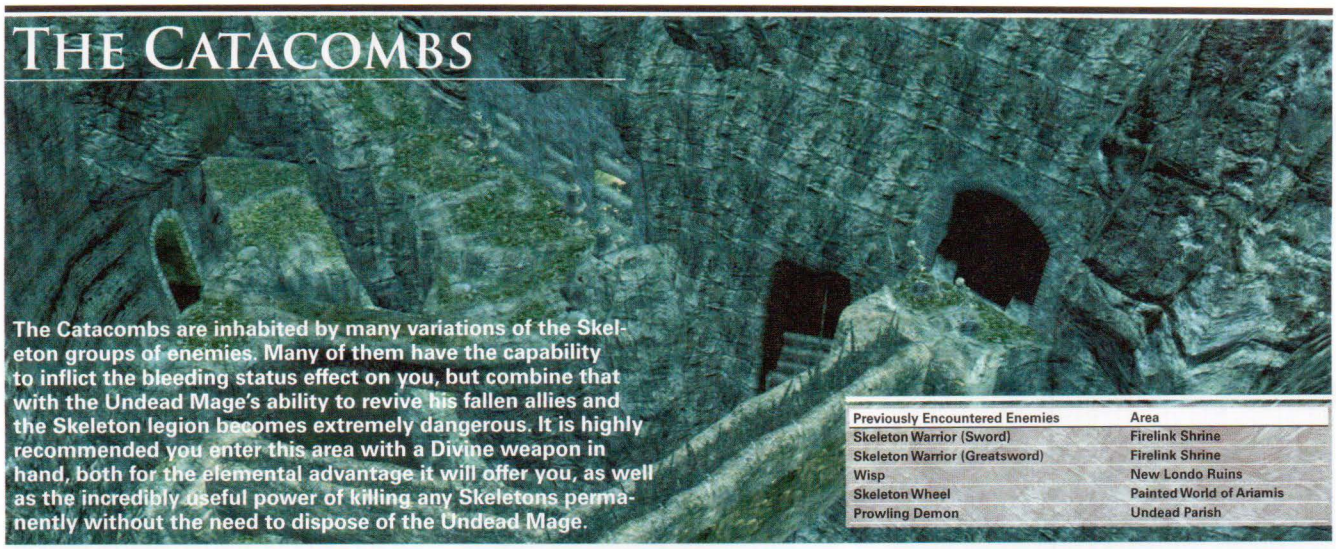
A mage has a much, much easier time of this battle. Seath is very slow moving, and his long-range Curse beams are easy to see, react to and dodge. Simply observe the arc of the beam, and move out of the way of the inevitable crystal eruption. When he gets too close, move to the other side of the cave. This strategy also keeps you safe from the powerful Crystal Curse Explosion.

HP	5525*	Souls	40000	Respawn	–	Abilities	None

*The tail can be cut, HP 330

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Close Curse Beam	564 (MAG)	Normal		No	Both	Medium
Breath Crystal	72 (PHY)	Normal	Curse: 2			
Punch	624 (PHY)	Normal		No	Neither	Medium
Crystal Curse Explosion	144 (PHY)/480 (MAG)	Normal		No	Neither	Medium
Breath Crystal	72 (PHY)	Normal	Curse: 2			
Tail Thrash	612 (PHY)	Normal		No	Neither	Medium
Far Curse Beam	570 (MAG)	Normal		No	Neither	Medium
Straight Curse Beam	575 (MAG)	Normal		No	Neither	Medium
Right Handbeat	624 (PHY)	Normal				
Left Handbeat	624 (PHY)	Normal				

The Catacombs



The Catacombs are inhabited by many variations of the Skeleton groups of enemies. Many of them have the capability to inflict the bleeding status effect on you, but combine that with the Undead Mage's ability to revive his fallen allies and the Skeleton legion becomes extremely dangerous. It is highly recommended you enter this area with a Divine weapon in hand, both for the elemental advantage it will offer you, as well as the incredibly useful power of killing any Skeletons permanently without the need to dispose of the Undead Mage.

Previously Encountered Enemies	Area
Skeleton Warrior (Sword)	Firelink Shrine
Skeleton Warrior (Greatsword)	Firelink Shrine
Wisp	New Londo Ruins
Skeleton Wheel	Painted World of Ariamis
Prowling Demon	Undead Parish

Undead Mage



Item Drops

None



Strategy

The Undead Mage isn't really much of an offensive threat on his own, although his Lantern Fire long-range attack is annoying and painful. His real strength lies in his ability to revive all Skeleton type enemies in the immediate area. This is an extremely dangerous ability, since while you are searching for the nearby Undead Mage, you will be moving through the area, engaging more and more Skeleton soldiers, all while the previous ones you fought are constantly re-constituting themselves and adding to the numbers. Very soon you will find yourself overwhelmed, and even after you find the Mage, you will still have to defeat all the Skeleton soldiers one more time after killing him... only to sometimes find another nearby Mage is still reviving them!

The Undead Mage's ability to revive is undeterred by walls or ceilings, and only requires that the Skeletons be within a certain radius of him. However, you can bypass this whole problem by using a Divine weapon to kill the Skeletons. This will permanently kill them and stop them from reviving.

The Mage himself only has one attack, the Lantern Fire. This fires a fast moving fire based projectile at you. Simply avoid it and close the distance to finish him off, he has poor defense and no close-range attacks.

HP	411	Souls	800	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Lantern Fire	303 (FIR)	Normal	No	Neither	Fast

Black Knight (Axe)



Item Drops

Black Knight Greataxe (C)
Black Knight Shield (B)
White Titanite Chunk (M)



Strategy

The axe-type Black Knight abandons finesse for brute power. He has a multitude of hard hitting and fast attacks that track well. While they can all be blocked, they will do big damage to your Stamina bar. He has no kick or shield bash type moves, so all of his moves can be parried, but only do this if you are absolutely confident in your timing, as a combo from him will kill you.



You will encounter the axe Black Knight first in the Catacombs, after you fall though the floor of a mausoleum. You will find yourself right next to the Knight in a fairly confined space. There is a sheer drop off to the side, so if you can maneuver him so you land a Backstab while he is facing the drop, or land a riposte attack when his back is to it, you can knock him off and finish the fight quickly. Obviously, the cloistered environment is terrible for mage-type builds, so this may be the best way for those players to defeat the Black Knight.

If fighting the Black Knight conventionally, there are a few attacks to look out for. In particular the Spinning Launch is very dangerous, as it hits twice and can possibly break your guard if your shield is not sturdy enough or your Stamina is low. It does massive damage and knocks you far away, possibly off an edge to your death. The Quick Upper Combo hits very quickly, but the second hit of the combo comes slowly and is an excellent opportunity to parry. Finally, try to make the Black Knight use the Power Uppercut and make him miss. If you do not block this the Black Knight will completely follow through with his attack and be left in massive recovery, a perfect time to attack him.





HP	603	Souls	1200	Respawn	NO	Abilities	None

Kiln of the First Flame	HP	958	Souls	1200	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Chop	399 (PHY)	Normal	Yes	Both	Medium
Double Chop	409 (PHY)	Normal	Yes	Both	Medium
Spinning Launch	418 (PHY)	Normal	Yes	Both	Fast
Quick Upper Combo	513 (PHY)	Normal	Yes	Both	Medium
Smash	513 (PHY)	Normal	Yes	Neither	Fast
Power Uppercut	456 (PHY)	Normal	No	Neither	Fast
Dashing Smash	513 (PHY)	Normal	No	Neither	Fast
Leaping Smash	513 (PHY)	Normal	No	Neither	Fast

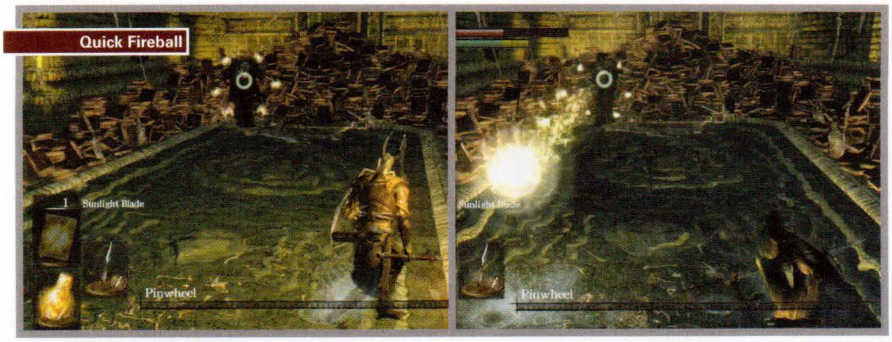
Boss – Pinwheel

Attacks

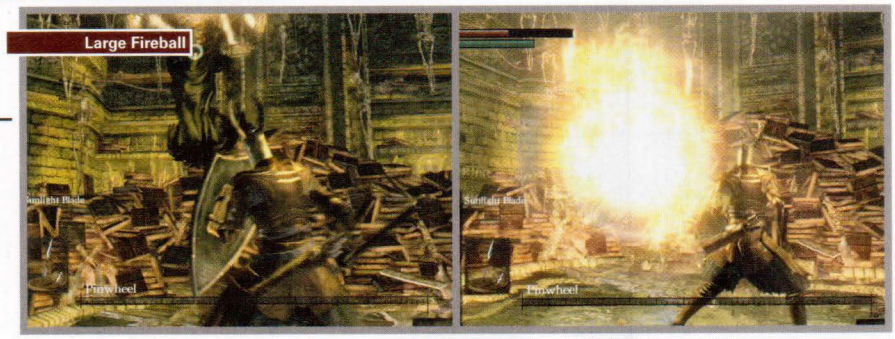
Item Drops

Rite of Kindling (M) [Catacombs]

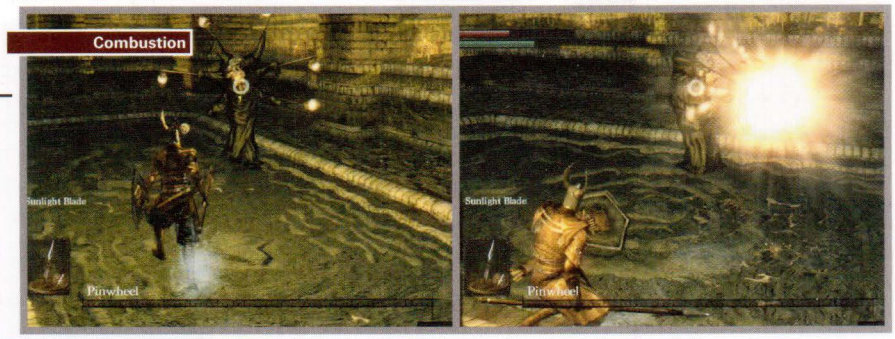
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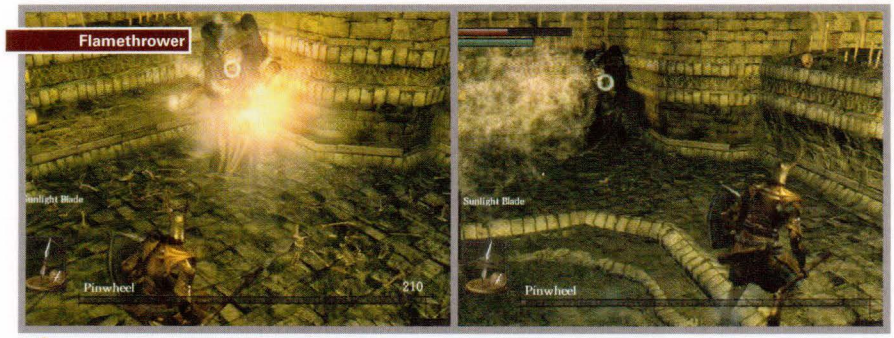
Quick Fireball This is a fast fire based attack that one of the Pinwheels will shoot quickly. The six arms will glow and begin to spin before a quick fireball will be launched. This is a fire based attack, and is fairly easy to dodge despite its speed.



Large Fireball This is a slower, larger fireball that does more damage and has a bigger hitbox. It also takes longer for the Pinwheel to charge. The Pinwheel can also launch this attack while jumping at a downward angle. This is harder to avoid since it is so large.



Combustion This is a close-range attack that does big damage. The Pinwheel will move close to you and begin spinning and glowing its arms as usual, before using a close-range fire based melee attack. This is fairly easy to avoid: the Pinwheel's intent on using it is quite obvious, as it will move in close.



Flamethrower This is an extremely powerful mid-range attack that takes the longest of all the Pinwheel's attacks to charge. Blocking it is very unwise, as it hits multiple times for big damage. Sidestep to avoid it.



Clone While not really an attack, this is the most dangerous thing the Pinwheel can do. It will spin in the air and give off a purple light, creating two identical clones of itself. The clones are indistinguishable from the original, and can use all of its attacks. The only way to eliminate these clones is to hit them. This will not actually damage the Pinwheel, but will make it easier to fight, so make it your absolute priority. There is no limit to the amount of clones that it can make, so be sure to keep the numbers low to ensure you don't get overwhelmed.

Strategy

The Pinwheel uses magical fire based attacks, so before going into the battle, ensure you have some countermeasures for this. A Divine weapon will also be quite effective against it as well. As the battle begins, close the range and deal as much damage as possible. Keep side-stepping around Pinwheel as you are attacking and you will avoid most of its attacks. In particular you need to be wary of when the Pinwheel uses its Clone move. The Pinwheel will also teleport occasionally and this makes it almost impossible to distinguish from the clones. You have to strike each one to find the clones. If you should happen to hit the real Pinwheel, ignore it and more on to a clone, to ensure you keep their numbers down and only have to deal with the real one most of the time.

While there are many clones around, it is almost impossible to distinguish the real from the fake. However, when the original tries to make new clones, it will do the unmistakable animation needed to generate the clones, and then remain in place. All the other clones will immediately teleport, and this is how you can tell which is the real Pinwheel in a group.

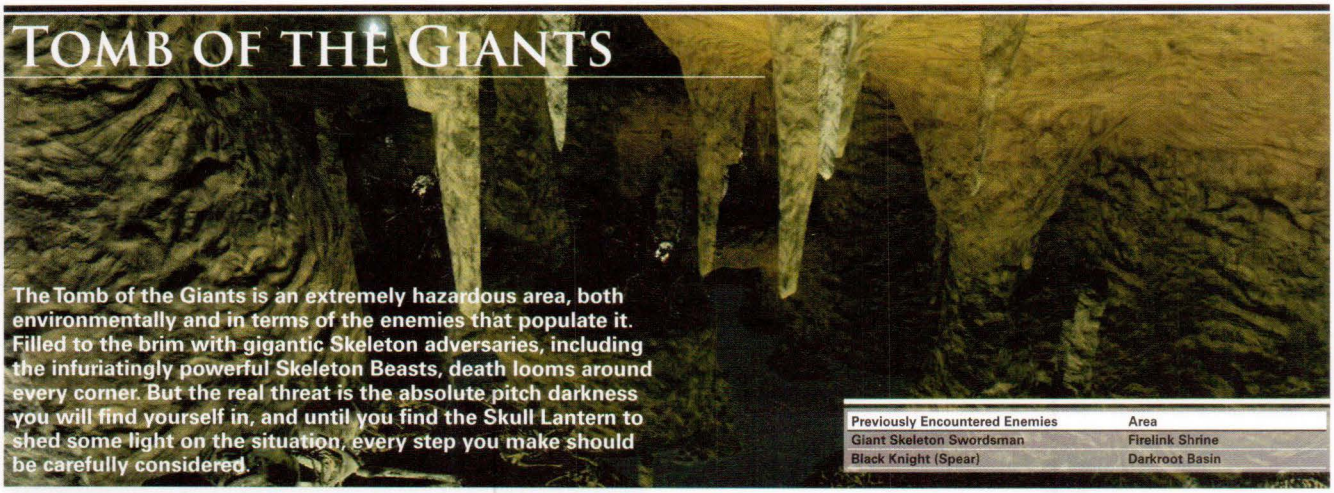
Mage's will obviously have a terrible time trying to land an attack on the Pinwheel and its clones, due to their constant movement and teleporting. Stick to a powerful two-handed melee weapon and try to deal as much damage as fast possible. Make sure you don't leave yourself in the centre of the room, as you will be surrounded by Pinwheels who will launch fireballs from all sides.

HP	1326	Souls	6000	Respawn	–	Abilities	None

Tomb of the Giants	HP	506	Souls	1000	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Quick Fireball	291 (FIR)	Normal	No	Both	Medium
Large Fireball	326 (FIR)	Normal	No	Neither	Medium
Combustion	384 (FIR)	Normal	No	Both	Medium
Flamethrower	291 (FIR)	Normal	No	Neither	Medium

Tomb of the Giants



The Tomb of the Giants is an extremely hazardous area, both environmentally and in terms of the enemies that populate it. Filled to the brim with gigantic Skeleton adversaries, including the infuriatingly powerful Skeleton Beasts, death looms around every corner. But the real threat is the absolute pitch darkness you will find yourself in, and until you find the Skull Lantern to shed some light on the situation, every step you make should be carefully considered.

Previously Encountered Enemies	Area
Giant Skeleton Swordsman	Firelink Shrine
Black Knight (Spear)	Darkroot Basin



Giant Skeleton Archer



Item Drops

Longbow (A)



Strategy

The deadly Giant Skeleton Archers are incredibly accurate and powerful, and the environment you encounter them in is perfect for them to launch surprise attacks. In the pitch black darkness, the only clue you will have to their location is the direction from which their giant arrows fly and the eerie glow of their eyes in the darkness. Don't be in a massive rush to run over them though, as you are likely to run off the edge of your platform and fall. If you have acquired the Skull Lantern, use it to ascertain your position and plan a route to the Archer, while being mindful of the arrows he will be launching at you.

Once you actually manage to close the distance, the Giant Skeleton Archer is still very dangerous. His Big Boot attack, which he will use if you come anywhere near him, will send you flying if it hits. In the awkward footing of the Tomb of the Giants, you will likely be sent careening off the edge of whatever platform you are standing on to your death. Be sure to keep your shield up and block, and even then you should be careful, as the Big Boot does huge Stamina damage.

HP	323	Souls	500	Respawn	YES	Abilities	None

Catacombs	HP	437	Souls	500	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Greatbow Shot	255	Thrust	NO	Neither	Medium



Bone Tower



Item Drops

White Titanite Chunk (A)



Strategy

The Bone Tower is usually placed in narrow corridors and pathways where it obstructs your path and you cannot easily go around it. Obviously, its attacks cannot be parried and it cannot be Backstabbed. However, all of its attacks can be blocked.

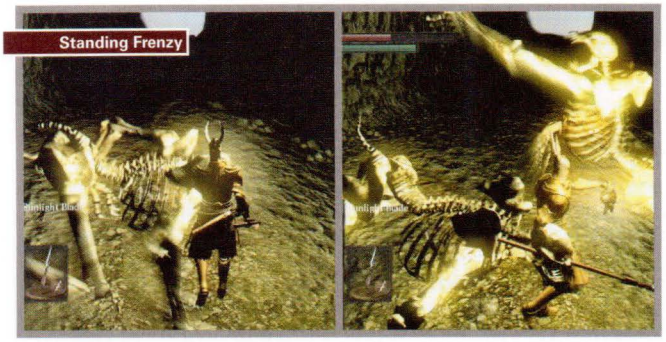
Its main attack is the Tower Collapse, a very sudden and surprising attack. This attack can be blocked, and doing so gives you an excellent opportunity to counterattack while the Bone Tower raises itself up again. The Bone Tower can use this attack in any direction, so don't bother sidestepping. Usually Bone Towers are in groups, so sidestepping could just result in you being caught between multiple Bone Towers. Keep all of them in front of you and deal with them one at a time.

Its other attacks are based around protruding arms coming out at different heights and sides of the tower. These hit multiple times, so while they can be blocked, they could still break your guard. Thankfully, the arms have very poor range.

HP	292	Souls	250	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Quick Arm Strikes	330 (PHY)	Strike	No	Both	Slow
Tower Collapse	440 (PHY)	Strike	No	Left	Fast
Spinning Arm Strikes	330 (PHY)	Strike	No	Neither	Medium

Skeleton Beast



Item Drops

None



Strategy

The Skeleton Beast is a lethal enemy, especially in the dangerous paths of the Tomb of the Giants, where any misstep in the darkness can send you plummeting to your death. It has a ton of HP, massive power, as well as excellent tracking and speed of attacks. On top of that, it has a dashing unblockable attack.

Having an excellent shield and a lot of Stamina is vital. You will need to be blocking constantly, with a powerful weapon that can kill the Skeleton Beast as quickly as possible. An upgraded Divine weapon is recommended. The Quick Head Bite and Double Paw attacks are the ones you want to see, as these can be blocked fairly easily and allow you to get a quick counterattack in. They also can be rolled around or sometimes even sidestepped around if you are lucky, giving you a few free attacks.

The Chomping Dash and Standing Frenzy are both multi-hitting forward moving attacks that, while blockable, will quickly reduce your Stamina bar to nothing and break your guard. You will want to roll to the side to avoid these altogether, and in particular, you will want to dodge the Dashing Charge. This long-range attack is unblockable, but thankfully the Skeleton Beast rarely uses it.

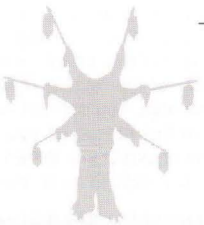
HP	446	Souls	500	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Paw	383 (PHY)	Strike	No	Both	Medium
Quick Head Bite	440 (PHY)	Strike	No	Both	Fast
Standing Frenzy	565 (PHY)	Strike	No	Both	Slow
Chomping Dash	541 (PHY)	Strike	No	Both	Medium
Dashing Charge	568 (PHY)	Strike	No	Both	Medium

Pinwheel Servant

Item Drops

None





Strategy

The Pinwheel Servant is very similar to its master in terms of long-range attacks. Just like the Pinwheel, they can use the Quick Fireball and the Large Fireball. The attacks are almost exactly the same other than the damage they inflict. Thankfully, they cannot use the more powerful abilities of the Pinwheel like Clone or Flamethrower. However, thanks to the circumstances in which you will face them, the Pinwheel Servant can be just as deadly.

You will face them in a cave in the Tomb of the Giants just before you meet Gravelord Nito. They are in a group of four, and so can pelt you with a barrage of magical attacks at a distance. In addition, the watery floor of this cave is inhabited by the dangerous and infinite Skeleton Babies. You will want to avoid staying on the floor, or if possible, take out the Pinwheel Servants from a distance.

If you can stay back and use the pillars of the cave as cover, you can use a powerful bow to take out the Pinwheel Servants without exposing yourself to all of the servants and without engaging the Skeleton Babies. An accurate long-range offensive magic spell is also good to use here. If this isn't viable for you, concentrate on closing the distance and taking out the Pinwheel Servants as fast as possible.

HP	506	Souls	1000	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Quick Fireball	376 (FIR)	Normal	No	Both	Medium
Large Fireball	422 (FIR)	Normal	No	Neither	Medium
Combustion	497 (FIR)	Normal	No	Both	Medium
Flamethrower	376 (FIR)	Normal	No	Neither	Medium

Skeleton Baby



Item Drops

Humanity (B)

Strategy

The tiny Skeleton Babies are only found in one area, in the same cave you will encounter the Pinwheel Servants. This combination is what makes these two enemies so deadly, as while you are distracted by the Skeleton Babies, the Pinwheel Servants will be constantly raining down fireballs on you.

The Skeleton Babies go down very quickly, and they only have one attack. However, the good news ends there. The Skeleton Babies' Assault attack isn't very damaging, but it inflicts the Toxin status effect, one of the most dangerous status effects. When you are attacked by multiple Skeleton Babies, it is inevitable that you will be inflicted with Toxin. But the real problem is, that the Skeleton Babies respawn infinitely. No matter how many you destroy, they will continue to sprout from the ground of the cave in this area. Fighting them isn't an option. You must escape from the area, as there will be no end to them.

Be sure to deal with the Pinwheel Servants before you even venture into the cave properly, and if this isn't possible, run past the area where Skeleton Babies appear as fast as possible and take out the Pinwheel Servants.

HP	34	Souls	100	Respawn	YES	Abilities	Respawn infinitely from the ground in this area

Attack	Damage	Attack Type	Parry	Tracking	Speed
Assault	229 (PHY)	Normal	Toxin: 30	No	Both

Boss – Gravelord Nito

09_019

Attacks

Item Drops

Lord Soul (M)



Floor Stab Nito will slowly raise its sword up and stab it through the floor, causing it to extend from the floor directly under your position, damaging you. Gravelord Nito will use this attack when you are far away or behind the rock formation in the middle of the area. You can tell when the enemy will use this attack, as you will hear a scream in the background. When you hear this, sprint to the side to avoid the sword attack.



Swing The enemy will swing its weapon. This attack can be blocked and rolled under. It is best to roll under the attack so you will have a better chance to counterattack.



Slam The enemy will slowly raise its weapon up and then slam it into the ground. This attack is very difficult to block against, but fortunately, it is easy to dodge. Simply roll to the side as the enemy brings its weapon down. After the attack the enemy will pause for a brief moment, use this opportunity to launch your counterattack.



Thrust Attack The enemy will thrust its weapon forwards. This attack can be blocked and rolled away from. As soon as you have avoided the attack, run back to attack the enemy with your weapon.



Grab The enemy's hand will begin to glow red, after which it will attempt to grab you. If successful you will sustain a huge amount of damage, which will most likely kill you. This attack can be evaded by moving away from the enemy. Strike back as soon as the enemy has missed. Switch to wielding your weapon with two hands for the extra attack power.



Soul Explosion The enemy will pause for a moment to charge its attack, after which a pool of darkness will be expelled in all directions. This will greatly damage your health. Avoid it by running away from the pool until the pool begins to fade away. Sprint to the enemy and attack while it is recovering. After seeing this attack a few times, you will get used to when the pool attack will occur, so you can attack the enemy as it is charging for the next attack.

Strategy

During this battle Gravelord Nito will be surrounded by an army of Undead Skeletons. Trying to fight Nito while being attacked by the Skeletons is very difficult. You must deal with the Skeleton enemies before trying to attack Nito or you will be overwhelmed. [→□ 01]



When you enter the area, hold back and wait for the Skeletons to come to you. Begin to fight them while listening for the scream so you will know when Gravelord Nito is about to use its floor stab attack. The skeletons will resurrect when you kill them and you will have to kill them with a divine weapon to stop them from respawning. There will be a couple of Giant Skeleton enemies further back, kill them with your divine weapon so they don't interrupt you when fighting Gravelord Nito.

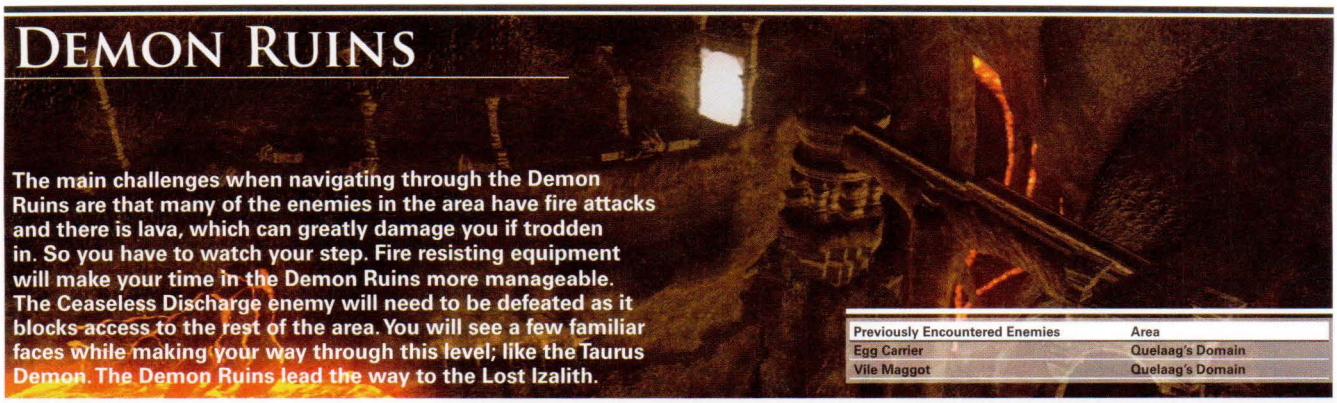
After you have defeated all of the Skeleton enemies; you can focus all your attacks on Gravelord Nito. With the skeletons out of the way, you will be able to fight the enemy without being hit from behind or have your attacks interrupted. You can fight the enemy from a distance using your spell attacks, but make sure to listen for the scream so you can dodge the long-range attack.

HP	4317	Souls	35000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Slam	550 (PHY)	Normal		No	Neither	Slow
Thrust	506 (PHY)	Thrust		No	Neither	Slow
Grab*	275 (PHY)	Normal		No	Neither	Slow
Swing	396 (PHY)	Normal		No	Neither	Slow
Floor Stab	116 (PHY) / 325 (MAG)	Normal		No	Both	Slow
Soul Explosion	528 (MAG)	Normal	Toxin: 58	No	AOE	Slow

*Extremely Powerful Grab Attack

Demon Ruins



The main challenges when navigating through the Demon Ruins are that many of the enemies in the area have fire attacks and there is lava, which can greatly damage you if trodden in. So you have to watch your step. Fire resisting equipment will make your time in the Demon Ruins more manageable. The Ceaseless Discharge enemy will need to be defeated as it blocks access to the rest of the area. You will see a few familiar faces while making your way through this level; like the Taurus Demon. The Demon Ruins lead the way to the Lost Izalith.

Previously Encountered Enemies	Area
Egg Carrier	Quelaag's Domain
Vile Maggot	Quelaag's Domain

Boss – Ceaseless Discharge

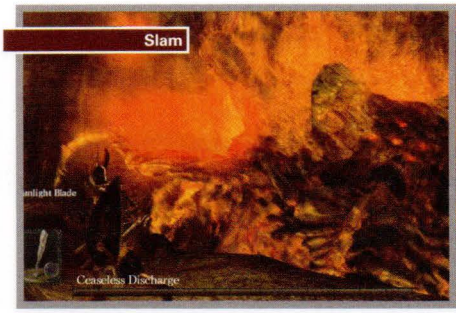


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Item Drops

None

Attacks



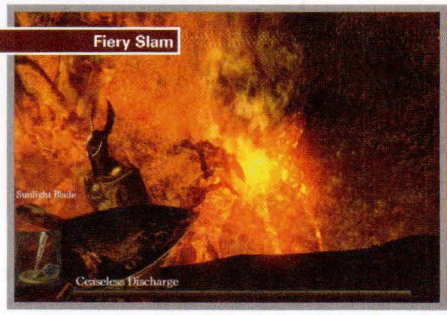


Slam The enemy will raise its arm and slam it into the ground. As it's a slow attack, you can avoid it by running just before it hits you. After the enemy slams its arm, it will stay there for a while. This is your cue to attack, so switch to wielding your weapon with two hands and use as many strong attacks as possible.



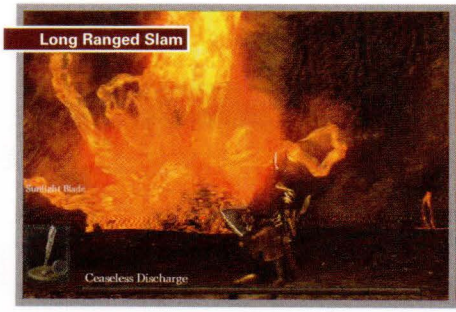


Double Slam The enemy will raise its arm, slam it into the ground, and then immediately raise it again and go for a second slam. After this the arm will stay in position for a while recovering. This is your chance, so switch to wielding your weapon with two hands and attack.





Fiery Slam The enemy will dip its hand into the lava, after which its next slam attack will have flames appear around its arms. This causes the attack to have higher attack damage and a higher hitbox. You can avoid it by running past it. After the attack, the enemy will rest its arm for a brief moment, which is when you'll be able to attack it.





Long Ranged Slam This enemy will slam its arm into the ground and then expel a huge explosion of fire around its arm. This attack is extremely powerful and almost impossible to dodge due to the large hitbox. It will only use this attack when you are too far for its slam attacks to reach, as it's the only way for it to attack you. So it is best to never move that far back during the fight. After the attack, the enemy's arm will not move for a while, so if you have survived, you can hit it with your weapon before healing.



Swipe The enemy will swipe its hand across the area, but you can dodge the attack by running far back when you see the enemy begin the move. It will be harder to dodge the closer you are to the edge of the cliff.

Strategy

The Ceaseless Discharge will begin to attack you once you have looted the armor set in the area. During the fight, it is best to stay close to the edge of the cliff. This will make it easier for you to run past the slam attacks when it begins to use them. Don't run too far back or the enemy will start to use the long ranged slam attack, which will damage you by a large amount. As you are close to the edge, it will be more difficult to dodge the swipe attack as you have to run back further. Unless you spot the attack early, this attack will probably hit you. If you do get hit by it, make sure to heal to full health.

In this fight the best strategy is to keep sprinting constantly, even when the enemy isn't attacking. This is recommended so you will have an easier time dodging its attacks. Do, however, make sure that you do not fully drain your Stamina or you will not be able to dodge the attacks. Wearing heavy armor will slow down your sprinting speed making you an easier target for the enemy. It is best to change into lighter armor so your sprinting speed is faster.

You can also use your spell attacks or long ranged weapons to damage it when it is walking along the edge of the area and not attacking. It is best to use fire resisting equipment to decrease the damage you take. The Gold-Hemmed armor set that you pick up when you initiate the fight is a good choice. It provides fire resistance and is a light armor which will allow you to sprint faster.

HP	4200	Souls	10000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Slam	322 (PHY) / 541 (FIR)	Strike	No	Both	Slow
Swipe	322 (PHY) / 541 (FIR)	Strike	No	Neither	Slow
Double Slam	322 (PHY) / 541 (FIR)	Strike	No	Neither	Slow
Long Ranged Slam	560 (FIR)	Normal	No	Neither	Slow
Fiery Slam	322 (PHY) / 541 (FIR)	Strike	No	Both	Slow

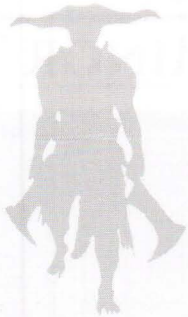


Minor Capra Demon



Item Drops

Demon Great Machete (B) [Demon Ruins]



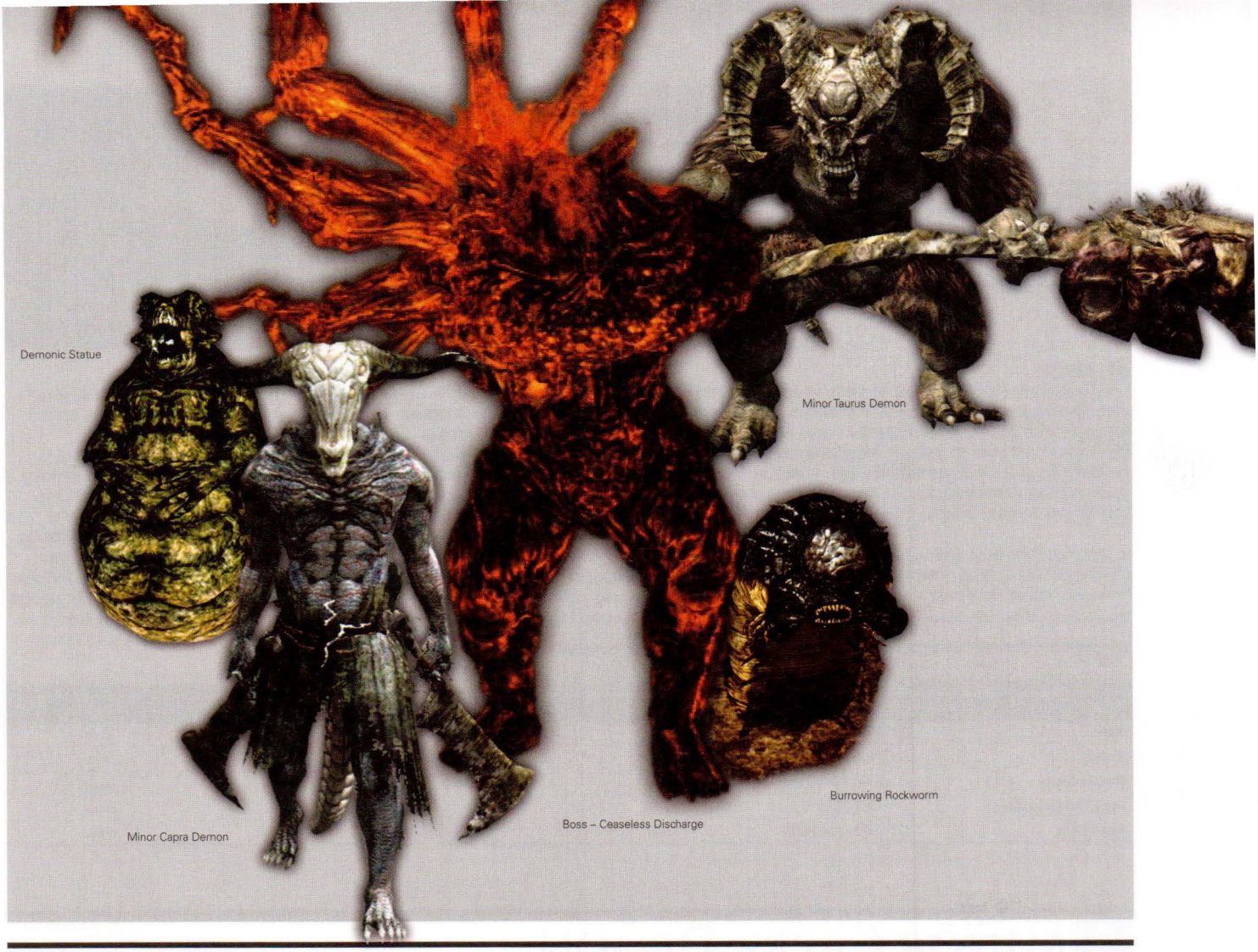
Strategy

The Capra Demon has returned and now has more attack power and health than before. Nothing else has changed for this demon though. It will use the same attacks as before, so you will be able to use the same strategy to defeat it. The Capra Demon no longer has the Undead Attack Dogs to help with the fight, making it much easier to defeat. The extra health will play little part in this fight as you have become stronger since the encounter with the previous Capra Demon.

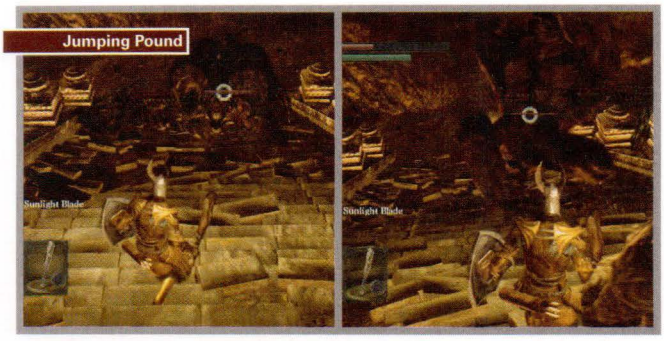
Block its attacks and then counter with your own. This will be much easier to do as your guard will not break due to the absence of the Undead Attack Dogs. The area is bigger than before so you are able to roll past its attacks much easier. Switch to wielding your weapon with two hands to take down the enemy even faster. You can defeat this enemy easily from a distance with your spell attacks or a ranged weapon. Its attacks can still damage your health by an unwanted amount so keep your guard up.

HP	643	Souls	800	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Swing	275 (PHY)	Normal	No	Neither	Medium
Single Swing	281 (PHY)	Normal	No	Both	Medium
Leaping Smash	400 (PHY)	Normal	No	Neither	Medium
Left Sword Smash	253 (PHY)	Normal	No	Both	Medium
Power Slash	405 (PHY)	Normal	No	Neither	Medium

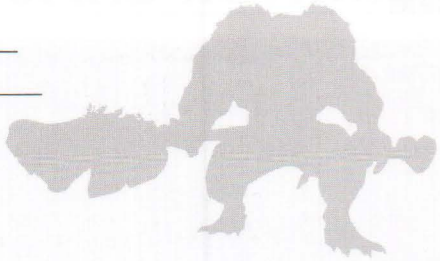


Minor Taurus Demon



Item Drops

Demon's Greataxe (B)



Strategy

The Taurus Demon is another boss from the Undead Burg that has made a return. This version fights just like the previous version from the Undead Burg. It has gained no new attacks and only has a slight increase in health and attack power. You can easily defeat it by rolling under its swing attack and hitting it with your weapon. Its pound attacks are the same, so can be avoided by rolling through its legs and then attacking. It will be much easier to avoid its attacks, as the area is no longer narrow like in the Undead Burg.

You can make short work of this enemy by wielding your weapon with two hands and always positioning yourself behind the enemy when attacking. The increase in attack power will enable you to kill the enemy in a few hits. You can attack with your ranged weapon or spell. The enemy will be unable to fight back as it doesn't possess any ranged attacks and since it doesn't move very fast, you can always keep a distance and kill the enemy without getting hit.

HP	900	Souls	1200	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Giant Swing	315 (PHY)	Normal	No	Both	Medium
Jumping Pound	349 (PHY)	Normal	No	Both	Medium
Quick Ground Stab	315 (PHY)	Normal	No	Neither	Medium
Standing Pound	315 (PHY)	Normal	No	Neither	Medium

Burrowing Rockworm



Item Drops

Large Green Titanite Shard (C)
Red Titanite Chunk (A)





Strategy

This enemy is burrowed into the wall and cannot come out of it. This makes fighting it easier as it won't be able to damage you if you are too far away. It will attack you with its body if you get too close. You can easily avoid the body attacks by rolling back. Its most deadly move is the grab attack. It will lunge forward to try and grab you. If successful, it will begin to eat you damaging your health by a huge amount and most likely killing you. You can avoid this attack by rolling backwards or to the sides.

Its spit attack will damage your weapon's condition in addition to damaging your health. This attack can also be avoided by rolling back. The best way to fight this enemy is to approach slowly and when it begins to attack, roll backwards and immediately start attacking it with your weapon. You can switch to wielding with two hands to damage it further. An easy way to defeat it is to attack it from a distance. Since this enemy has no ranged attacks, it will not be able to fight back.

HP	616	Souls	300	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Body Slam	575 (PHY)	Strike	No	Neither	Medium
Spit	495 (PHY)	Normal	No	Neither	Medium
Grab*	345 (PHY)	Normal	No	Neither	Medium
Left Slam	656 (PHY)	Strike	No	Neither	Medium
Right Slam	656 (PHY)	Strike	No	Neither	Medium

*Extremely Powerful Grab Attack

Demonic Statue

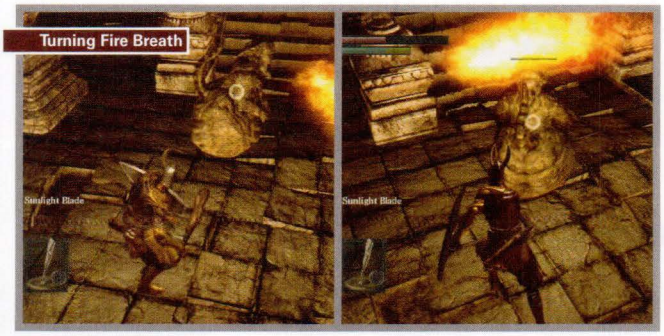
Strategy

This enemy is extremely slow-vmoving and can only use one attack: fire breath. The enemy may use this facing forward or turning with the blast to cover a bigger portion of the area. The fire breath attack only has a small hitbox which can be avoided by moving backwards or by staying to the enemy's side keeping just out of range from the attack. This enemy does not possess high health, so can be eliminated using only a few hits with your weapon.

The easiest way to defeat this enemy is to attack it from behind. It will not be able to fight back as it can only attack what's in front of it. Switching to wielding your weapon with two hands will enable you to damage the enemy even further. A group of these may pose a problem as they may all use the fire attack at once. By keeping a distance and only attacking once they have stopped using the fire attack you will be able to defeat the group easily.

Item Drops

None



HP	300	Souls	300	Respawn	YES	Abilities	None

Lost Izalith	HP	312	Souls	300	Respawn	YES

Attack	Damage	Attack Type	Parry	Tracking	Speed
Turning Fire Breath	345 (FIR)	Normal	No	Both	Medium

Boss – Demon Firesage

09_021

Item Drops

Demon's Catalyst (M)

Attacks



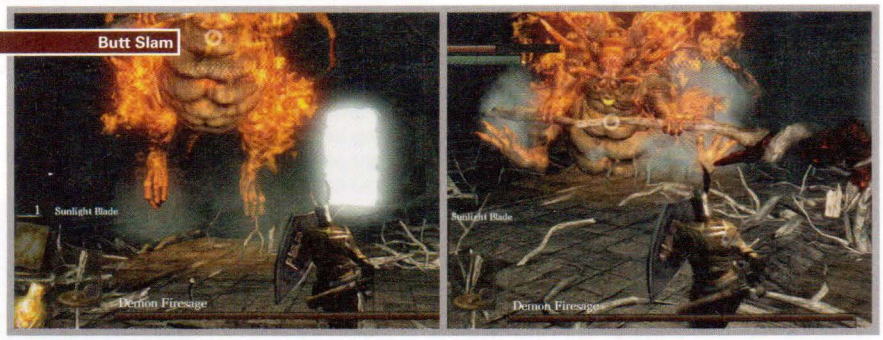
Swing The Demon Firesage will swing its weapon, and it may swing it twice to initiate a combo. This attack can be rolled under easily, after which you should switch to wielding your weapon with two hands and attack the enemy. The swing attack can be blocked, but you must look how much Stamina you have remaining and decide if you can block the next hit.



Hammer Smash The enemy will slowly raise its weapon up and then hammer it into the ground. This attack can be sidestepped as it hits a small area and is so slow to initiate that you can run behind the enemy and keep attacking it as it continues with the attack. The enemy may follow up with a second hammer smash attack. After evading this, run to the enemy and attack before it recovers. Don't forget to switch to wielding the weapon with two hands.



Leaping Hammer Smash The Demon Firesage will jump towards you and do a hammer smash attack. You can dodge this attack by rolling under the enemy as it is airborne, then attack it once it has landed and missed. This attack covers great distance and can catch you off-guard as it is faster to perform than its other attacks.



Butt Slam The Demon Firesage will slowly fly up and then slam into the ground just like the Asylum Demon. This attack can be easily avoided by moving backwards. Once the enemy has landed, the recovery for this attack takes longer than its other attacks. You now have an excellent chance to attack, so switch to wielding the weapon with two hands and go for it.



Exploding Hammer Drive The Demon Firesage will slowly raise its weapon and then drive it into the ground, after which a fiery explosion will be released. This can be avoided by running away from the enemy. The explosion attacks all directions so it is best to try and keep back. After the explosion has started to fade, you can attack the enemy as it begins to recover.



Exploding Swing The Demon Firesage will swing its weapon and then briefly pause for a moment, after which an explosion will be released. This attack can be avoided by running away or rolling well behind the enemy. After the explosion, attack the enemy with your weapon.

Strategy

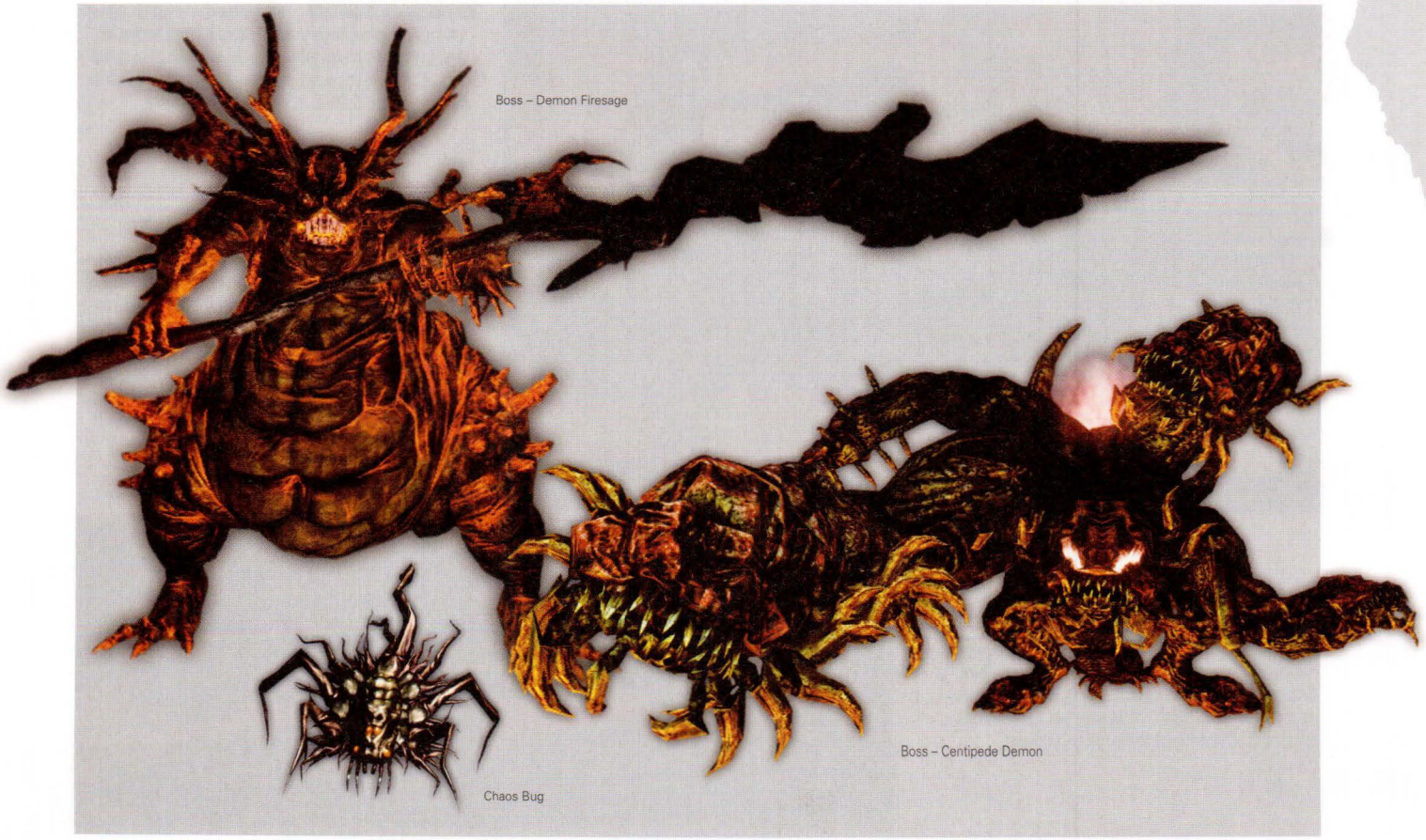
The Demon Firesage is an improved version of the Asylum Demon. It uses all the same attacks as the Asylum Demon, with the addition of a few new ones. It has also gained a boost in attack power and health. You can use the same strategy you used to deal with the Asylum Demon's attacks because they are so similar.

Its new attack, the exploding swing will release a small explosion after the enemy initiates its swinging attack. If you're too close to the enemy to run away, then roll behind the enemy as that is a safe spot from the attack. You will still get caught in the blast if you only manage to roll by the enemy's legs. The second new attack is similar as well. The exploding hammer drive also releases a small explosion with the same hitbox, it can be dealt with the same way as the previous attack.

For this fight it would be best to wield your weapon with two hands. The enemy's attack can be avoided rather easily due to its slow speed, so you'll do more damage when you counterattack. Spell casters can keep back and fire spells while keeping an eye out for its leaping hammer smash attack. That move can cover a great distance and catch you off guard.

HP	5448	Souls	10000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Swing	644 (PHY)	Normal	No	Both	Slow
Hammer Smash	644 (PHY)	Normal	No	Neither	Slow
Leaping Hammer Smash	713 (PHY)	Normal	No	Neither	Medium
Butt Slam	713 (PHY)	Strike	No	AOE	Slow
Exploding Swing	449 (MAG)	Normal	No	AOE	Slow
Exploding Hammer Drive	437 (MAG)	Normal	No	AOE	Slow



Chaos Bug



Item Drops

Red Titanite Chunk (S)

HP	79	Souls	30	Respawn	YES	Abilities	None

Strategy

This enemy is the weakest in the level, as it can die from just one hit from your weapon. You will find them jumping around the area in groups. You can stand in front of the enemy's jump attack and it won't affect you at all. You will lose no health or even flinch.

Attack	Damage	Attack Type	Parry	Tracking	Speed
Ait Jump	0 (PHY)	Normal	No	Neither	Medium

Boss – Centipede Demon

09_022

Attacks

Item Drops

Orange Charred Ring*

*Drop from main part, arms or tail



Extending Punch The enemy will extend its right hand to try and punch you from a distance. This attack can be avoided by rolling to the right and is easy to dodge as the punch travels in a straight line.



Punch The enemy will try and punch you with its right hand. This version will be used when you are near him and you can dodge it by rolling towards the enemy and under its legs. Once you have evaded the attack, switch to wielding your weapons with two hands and attack the enemy as it recovers.



Stomp If you are positioned next to the enemy's feet, the enemy will use its quick stomp attack. It will begin to stomp on the floor violently and it is best to avoid this attack by running away.



High Jump The enemy will jump high into the air and then crash violently onto the ground. As soon as you see the enemy jump, move away from the area it left and then wait for it to land. Once it lands, quickly rush over and attack it with your weapon. Switch to wielding the weapon two-handed for the increase in attack damage.

Grab The enemy will briefly pause and roar before trying to grab you with its hand. If it is successful it will burn you with its body, causing huge damage to your health and possibly even death. When you see it pause and roar, quickly roll under it and attack with your weapon.





Swipe The Centipede Demon will swipe at the ground with its hand. This can be avoided by rolling under it or by running away. If you have rolled under it, switch to wielding your weapon with two hands and attack the enemy before it has a chance to recover.

Exploding Jump The enemy will jump into the air and fire an explosion below it. This attack can be avoided by running away and waiting for the enemy to land. Once down, you will be able to attack it for a short while.



Strategy

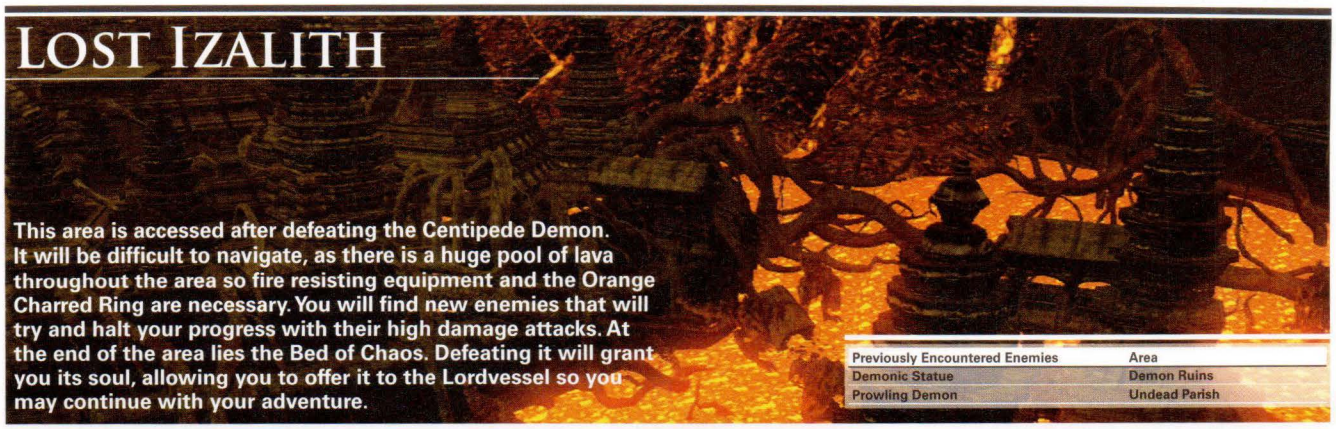
The surrounding area makes this fight very difficult. There are only a handful of safe spots as the rest of the area is covered in lava, which will kill you in seconds if you try to walk over it. As soon as you enter you must wait by the entrance. The enemy will begin to use its extended punch attack, dodge these attacks accordingly. After a while, the enemy will begin to move closer to your location to attack. Once it is positioned next to you, focus all of your attacks on its tail. After enough hits the tail will be cut off and become an actual monster. It can only attack you with its body which can be easily blocked or avoided by moving back. The tail does not have much health and after you kill it, you will gain the Orange Charred Ring. This ring will decrease the lava damage you sustain.

Quickly equip the ring so you can traverse the lava, then run to the area in the middle, as it's the largest safe spot in the area. Here you will have much more room to move around in, so you will have an easier time rolling under the Centipede Demon's attacks. Since you are in the largest safe spot, you may unequip the Orange Charred Ring for a ring that you prefer, as you will not need it for the rest of the fight. Just remember to re-equip it if you need to walk over lava again. From here, avoid the attacks of the enemy and counter with your own.

HP	3432	Souls	20000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Extending Punch	460 (PHY)	Strike	No	Neither	Medium
High Jump	506 (PHY)	Strike	No	Neither	Slow
Stomp	575 (PHY)	Strike	No	Both	Fast
Grab	299 (PHY)	Strike	No	Neither	Medium
Swipe	460 (PHY)	Strike	No	Neither	Slow
Exploding Jump	690 (FIR)	Normal	No	Neither	Medium

Lost Izalith



This area is accessed after defeating the Centipede Demon. It will be difficult to navigate, as there is a huge pool of lava throughout the area so fire resisting equipment and the Orange Charred Ring are necessary. You will find new enemies that will try and halt your progress with their high damage attacks. At the end of the area lies the Bed of Chaos. Defeating it will grant you its soul, allowing you to offer it to the Lordvessel so you may continue with your adventure.

Previously Encountered Enemies	Area
Demonic Statue	Demon Ruins
Prowling Demon	Undead Parish

Bounding Demon of Izalith







HP	1407	Souls	2000	Respawn	YES	Abilities	None

Item Drops

None



Strategy

This enemy possesses high health and can kill you in only a few hits due to its high attack power. It has an attack suited for every range and position you are in. If you are standing near its legs, it will use its stomp attacks to try and crush you. Avoid this attack by rolling away from the enemy's legs. It may be blocked if you raise your shield up, but the enemy's foot may land just behind your guard, so that you get hit anyways. After the enemy has finished using its stomp attacks, you can quickly rush to its legs and attack.

If you are positioned in front of the enemy, it will try and kick you. This kick attack will damage your health by a large amount and is very difficult to guard against. You can best avoid it by trying to move to a higher area in the level, like the branches or the stairs in the middle of the area. You will still get hit if you try to roll through the attack.

If you are far away from the enemy, it will jump high into the air and then crash back down into the floor. The enemy is able to aim the landing, but you can avoid this attack by running away. By focusing your view on the enemy, you will be able to see which spot it will land in. This will tell you which area you need to steer clear of. After the enemy lands, it will pause for a brief moment, allowing you to attack it as it is recovering.

This enemy has the ability to damage other enemies in the area. If you are faced with a group of them, try and lure them together and focus on avoiding all of their attacks. They will damage each other as they try to aim their attacks on you. Keep away long enough that the enemies end up killing each other. When only one remains you will be able to finish it off as there is a good chance that it was injured during the fight. Another easy method of defeating these enemies is to hide in the buildings in the middle of the area. They are too large to enter, allowing you to hit them from the inside with spell attacks or a ranged weapon.

Attack	Damage	Attack Type	Parry	Tracking	Speed
Kick	528 (PHY)	Strike	No	Neither	Slow
Alernating Stomp	576 (PHY)	Strike	No	Neither	Slow
Triple Right Stomp	576 (PHY)	Strike	No	Neither	Slow
High Jump	600 (PHY)	Strike	No	Both	Slow

Chaos Eater



Item Drops

White Titanite Chunk (S)
Red Titanite Chunk (B)
Red Titanite Slab (S)





Strategy

This enemy does not use many attacks, but can still pose a threat as it can kill you if it catches you off guard. Its main method of attacking is by punching you with its tentacles. This attack can be blocked easily and after this you should move to its back to attack with your weapon. As you will be positioned behind the enemy, it won't be able to attack you until it turns around.

Its most deadly attack is the grab attack, where it will try to capture you with both of its tentacles. This attack affects a small area directly in front of the enemy. If successful, it will swallow you and attack with its teeth. This attack is extremely powerful and will decrease your health by a large amount, most likely killing you.

Its final attack is its spit. The enemy will spit white acid at you, which will degrade the condition of your equipment. If you allow yourself to get hit by this attack, your equipment will break. This attack can be easily avoided by moving backwards. After the enemy has finished attacking, rush in to counterattack.

HP	650	Souls	1000	Respawn	YES	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Punch	432 (PHY)	Strike	No	Both	Medium
Grab	398 (PHY)	Strike	No	Neither	Medium
Corroding Spit	528 (PHY)	Normal	No	Neither	Medium

Quelaana of Izalith



Item Drops

Izalith Catalyst (M)

Strategy

Quelaana is a very skilled user of pyromancy spell attacks, so bringing fire-resisting equipment is recommended for this fight. The main fire spell this enemy will use is the flamestorm spell. This summons up powerful pillars of fire all around the caster. It can be avoided by running as far back as possible so the pillars will not reach you. It is possible to interrupt the enemy from using this spell by attacking him when he begins to cast the attack. If you're quick, you will be able to walk behind the enemy and perform a Backstab attack.

The enemy will also use other pyromancy spells, such as the fireball attack. This can be avoided by moving to the sides, allowing the fireball to shoot straight past you. Like with the previous spell, you can interrupt the enemy from casting the spell.

It is best to go on the offensive against this enemy to prevent him from casting spells. It has no weapon equipped so you do not need to worry about the enemy attacking you up close and it only has a moderate amount of health.

HP	698	Souls	5000	Respawn	NO	Abilities	None

Right Weapon	Left Weapon	Armor	Ring	Magic
Pyromancy Flame+5	Pyromancy Flame+5	Gold-Hemmed Black Hood	None	Great Chaos Fireball
		Gold-Hemmed Black Cloak		Chaos Storm
		Gold-Hemmed Black Gloves		Chaos Fire Whip
		Gold-Hemmed Black Skirt		



Boss – Bed of Chaos

09_023

Attacks

Item Drops

Lord Soul (M)



Double Swipe The enemy will use this attack as you near the middle of the area. The Bed of Chaos will swipe its left hand across the floor and then do the same with its right hand. This attack can be blocked, but that does consume a large amount of Stamina making it more difficult to block the second attack.

Slam The enemy will raise its hand up into the air and then slam it onto the ground. You can avoid this attack by running away from the arm before it hits the floor.



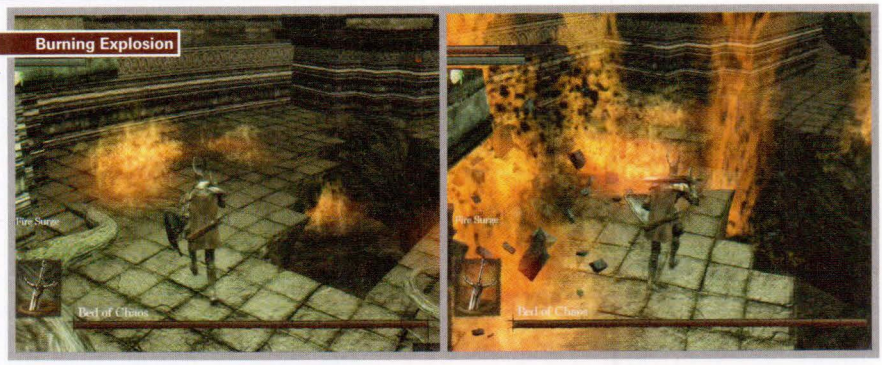


Fire Pick After destroying one root, the enemy will gain an arm made of fire. The enemy attacks by hitting the floor, and then digging in a straight line towards the back of the area. You can avoid this attack by running or rolling to the side as it only travels in a straight line. It can be blocked, but you will need a shield with high resistance to fire.



Double Fire Pick After destroying the second root, the enemy will gain a second arm made of fire. This attack will use both arms to hurt you, but can still be avoided in the same way.

Burning Explosion The enemy will use this attack after both roots are destroyed. It will begin to make flames appear in the area to which it then erupts, causing huge fire damage. When the surroundings begin to flame up, you will need to find areas where the flames do not appear, as these are the safe spots from the attack. Some safe spots appear at the edge of the area.



Strategy

This fight will be very different to the other boss fights in that you don't actually fight the enemy and try to whittle down its health. When you first enter the area, you will see two glowing roots at the end of each side of the area. Directly under the enemy is a passageway that's blocked by a magical barrier. You will need to run to each side of the area and destroy both roots to break the barrier, allowing you access to the passage.

As soon as you can control your character, make your way to the root on the left. Stay close to the wall so you can avoid the enemy's swipe attacks. When you have reached the end you must cut through the branches covering the way to the root. Once destroyed, make your way through and attack the root once. Destroying the root will allow the enemy to gain an arm made of fire, giving it a new attack. It can use this and its Swipe attack at the same time. After you are able to control your character again, make your way back. You will notice that the floor will start crumbling. If you sprint you may run across a floor that will break off, killing you. Calmly move through the area, paying attention to which bit of floor will fall and which bit of floor will be stable. The floor that surrounds a branch will not break.

Make your way to the other side of the room, keeping just out of the enemy's swipe range. The floors will carry on falling at this point. Once you reach the end, destroy the second root. This will allow the enemy to gain a second arm. Quickly run back to where you first started this fight, avoiding the pitfalls along the way.

You will notice that the magical barrier has disappeared. As you make your way to the passageway, the floor will crumble but you will see a path in the pit below leading to the passage. Move close to the enemy so it will use its swipe attack, when you have avoided it, quickly run and jump onto the pathway and then make your way down the passage destroying the branches along the way. At the end of the passage you will see the enemy's weak point, attack it to defeat the enemy and finish the fight.

HP	–	Souls	40000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Swipe	624 (PHY)	Normal	No	Both	Medium
Slam	624 (PHY)	Normal	No	Neither	Medium
Fire Pick	120 (PHY) / 600 (FIR)	Normal	No	Neither	Medium
Double Fire Pick	120 (PHY) / 600 (FIR)	Normal	No	Neither	Medium
Burning Explosion	744 (FIR)	Normal	No	AOE	Medium

Kiln of the First Flame

The Kiln of the First Flame is the prison holding the once noble Gwyn, Lord of Cinder. It is a barren wasteland, inhabited only by those still fiercely loyal to the Lord, the deadly Black Knights. Traversing the land is a simple matter, but beating Gwyn is not. After accomplishing this, you will be faced with the task of either linking the fire, or letting the world descend into darkness.

Previously Encountered Enemies	Area
Black Knight (Sword)	Undead Burg
Black Knight (Greatsword)	Undead Parish
Black Knight (Axe)	The Catacombs
Black Knight (Spear)	Darkroot Basin



Boss – Gwyn, Lord of Cinder

Boss – Gwyn, Lord of Cinder

09_024

Attacks

Item Drops

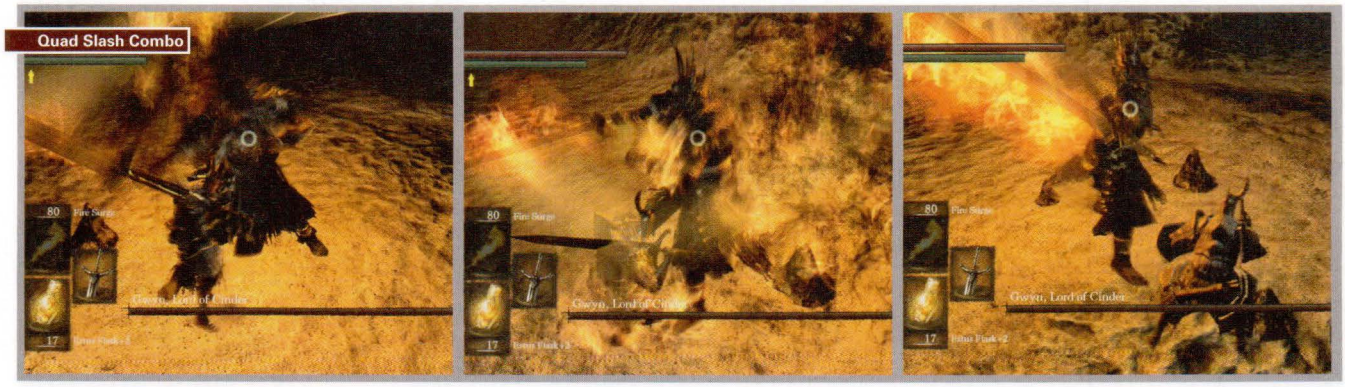
Soul of Gwyn (M)



Dashing Thrust This is a thrust attack that Gwyn will use while running towards you. While it is one of Gwyn's few linear attacks, it is still not recommended that you try to sidestep it, as he could mix it up with his Dashing Slash attacks, which track very well. Stick to blocking it.



Instant Dash Double Slash This is a very fast attack that comes out of Gwyn's instant dash rather than his normal run. He will give off the effect of gliding across the ground and will reach you in an instant before unleashing two powerful slashes.



Quad Slash Combo This is arguably Gwyn's most powerful attack, simply because of its superb speed and tracking. It begins with an angled slash, then a horizontal one, another angled and finally a horizontal slash again. The horizontal slashes have excellent tracking, however the angled ones can be sidestepped if you move early enough.



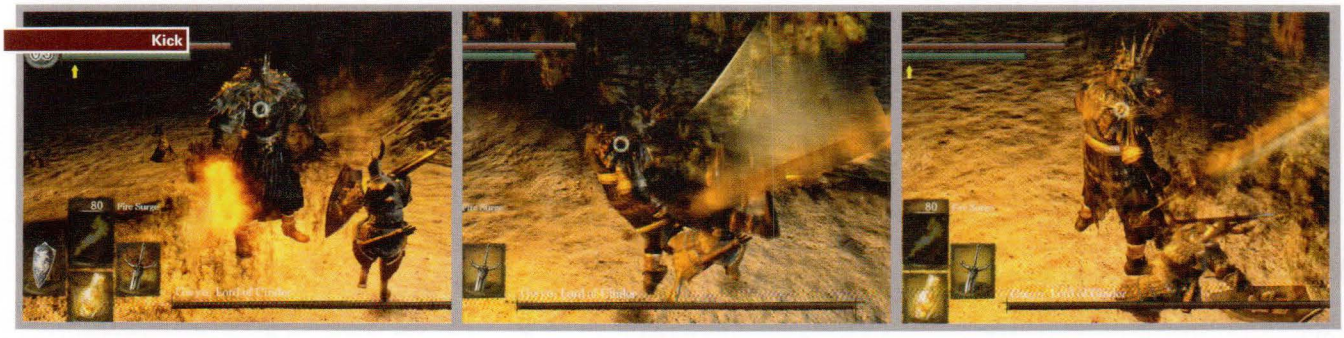
Slashing Upper Combo This immensely powerful three-hit combo starts with a strong horizontal slash, which does huge damage to your Stamina bar. As a result, if you block it, you will likely be guard broken and the second and third hits will be guaranteed, leading to massive damage and possibly death. The last attack has no tracking and can be dodged easily.



Massive Slash This is a huge, charged slash that is designed purely to break your guard and open you up for subsequent attacks. Backroll it and avoid it at all costs.



Slash and Thrust Occasionally Gwyn will interrupt his normal slash combo with a quick thrust afterwards. If the slash hits you will be in enough hit stun for the thrust to combo, leaving you badly wounded.

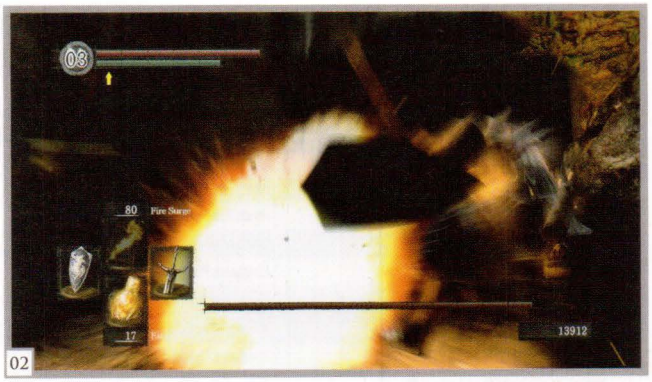


Kick This is a fast kick. Gwyn rarely uses it, but it leads to big Stamina damage if it is blocked. This is one of the only kick attacks that actually tracks.



Choke Explosion Finisher Gwyn's incredibly powerful unblockable grab attack. This attack tracks 100%, but has a high hitbox so you can roll under it with correct timing. If he lands the grab on you, after he knocks you away he will follow up with a finisher; either a huge jumping slash or a dashing slash. Either way, roll as soon you get up to dodge both of them.





Strategy

The final boss of the game, Gwyn Lord of Cinder, is an incredibly skilled swordsman, wielding a mighty flame greatsword. Surviving this battle will come down to you recognizing the subtle differences in each of Gwyn's sword attacks and evading or blocking them before countering accordingly.

Mages will have great difficulty getting the distance and time needed to cast any spells, since not only is Gwyn extremely fast, but he can also use an instant air dash to move to your position very quickly. This battle will inevitably be fought at close quarters.

Many of Gwyn's attacks can be guarded, but since they do big Stamina damage you must be selective in what you guard. In addition, he also inflicts fire damage, so this can still penetrate your shield's defense. You will need to be constantly sidestepping and rolling at the correct times. His fast attacks like the Quad Slash Combo and Slash and Thrust should be blocked initially before you sidestep the linear parts of the attack. Be sure not to be caught blocking against the Massive Slash and Slashing Upper Combos, as these will break your guard quickly. Keep moving and attack selectively, healing if you ever drop below half HP. If you see him go for the Choke Explosion Finisher, roll under it and attack as he recovers. Never try to attack in-between the hits of his combos, always wait before an attack sequence has finished before you go for an attack of your own. Your shield and armor should be as sturdy as possible, but don't compromise mobility for defense as you will need to roll often. Persevere and you should emerge victorious.



HP	4185	Souls	50000	Respawn	–	Abilities	None

Attack	Damage	Attack Type	Parry	Tracking	Speed
Quad Slash Combo	400 (PHY) / 250 (FIR)	Normal	No	Both	Medium
Slash and Thrust	388 (PHY) / 250 (FIR)	Normal	No	Neither	Medium
Massive Slash	488 (PHY) / 250 (FIR)	Normal	No	Neither	Medium
Slashing Upper Combo	550 (PHY) / 250 (FIR)	Normal	No	Neither	Medium
Dashing Thrust	550 (PHY) / 250 (FIR)	Normal	No	Both	Medium
Instant Dash Double Slash	550 (PHY) / 250 (FIR)	Normal	No	Neither	Medium
Kick	250 (PHY)	Strike	No	Neither	Medium
Choke Explosion Finisher*2	200 (PHY) / 638 (FIR)	Normal	No	Neither	Medium

*Hit to throw *2Extremely Powerful Grab Attack

Enemy Data Reference

Here you'll find all of the important data for every enemy covered in this guide, all in a single easy-to-use section. This list is simply arranged alpabetically to make finding the enemy you're looking for as easy as possible. For full explanations of each of the stats covered here, see the "How to use this Chapter" section at the very start of this chapter. The Resistance data can only be found here, and uses a letter grading system in this order: E,D,C,B,A,S, where E is the lowest possible Resistance and S is the highest.

†= Does not respawn

					Physical Defense				Magic Defense			Resistances		
	Enemy	Appearance	HP	Souls										
A	Armored Soldier (Crossbow)	Undead Burg	85	50	103	103	103	103	77	72	72	D	D	D
		Undead Parish	102	50	131	131	131	131	98	91	91	D	D	D
	Armored Tusk †	Undead Parish	307	500	315	394	236	315	302	226	189	D	D	S
	Armored Zombie (Axe)	Firelink Shrine	80	30	85	85	85	85	64	60	64	D	D	D
		Undead Burg	80	30	85	85	85	85	64	60	60	D	D	D
	Armored Zombie (Firebomb)	Firelink Shrine	80	30	85	85	85	85	64	60	64	D	D	D
		Undead Burg	80	30	85	85	85	85	64	60	60	D	D	D
	Armored Zombie (Sword)	Firelink Shrine	80	30	85	85	85	85	64	60	64	D	D	D
		Undead Burg	80	30	85	85	85	85	64	60	60	D	D	D
	Asylum Demon †	Undead Asylum	813	1000	83	83	83	83	62	66	54	C	C	D
	Enemy	Appearance	HP	Souls										
B	Basilisk	Depths	117	200	139	139	139	139	110	84	104	C	C	D
		The Great Hollow/Ash Lake	193	400	227	227	227	227	180	137	169	C	C	D
	Bat Wing Demon	Anor Londo	420	500	226	226	226	226	216	167	512	C	C	C
	Bed of Chaos †	Lost Izalith	–	40000	–	–	–	–	–	–	–	S	S	S
	Bell Gargoyle †	Undead Parish	999	1500	133	133	133	133	103	98	104	A	A	A
	Black Knight (Axe) †	Catacombs	603	1200	298	298	298	298	198	221	247	B	B	A
	Black Knight (Axe)	Kiln of the First Flame	958	1200	384	384	384	384	255	285	318	B	B	A
	Black Knight (Greatsword) †	Undead Parish	710	600	230	230	230	230	153	171	191	B	B	A
	Black Knight (Greatsword)	Kiln of the First Flame	958	1200	384	384	384	384	255	285	318	B	B	A
	Black Knight (Spear) †	Darkroot Garden	532	1800	230	230	230	230	153	171	191	B	B	A
		Tomb of the Giants	816	1200	349	349	349	349	232	259	289	B	B	A
	Black Knight (Spear)	Kiln of the First Flame	958	1200	384	384	384	384	255	285	318	B	B	A
	Black Knight (Sword) †	Undead Burg	710	600	214	214	214	214	142	159	177	B	B	A
		Undead Asylum (revisited)	745	1200	315	315	315	315	209	234	261	B	B	A
	Black Knight (Sword)	Kiln of the First Flame	958	1200	384	384	384	384	255	285	318	B	B	A
	Blowdart Sniper †	Blighttown/Quelaag's Domain	93	500	185	185	185	185	172	150	172	E	E	E
	Bone Tower	Tomb of the Giants	292	250	371	371	260	464	287	251	410	S	S	S
	Bounding Demon of Izalith	Lost Izalith	1407	2000	192	192	192	192	135	960	84	S	S	C
	Burrowing Rockworm	Demon Ruins	616	300	418	522	418	418	292	835	315	D	D	A
	Butcher †	Depths	672	500	135	169	101	135	102	135	102	D	D	D
	Enemy	Appearance	HP	Souls										
C	Capra Demon †	Undaed Burg/Lower Section	1176	1200	159	159	159	159	119	127	69	A	A	A
	Capra Demon	Demon Ruins	643	800	329	329	329	329	215	280	215	C	C	C
	Ceaseless Discharge †	Demon Ruins	4200	10000	315	315	315	315	220	–	252	S	S	S
	Centipede Demon †	Demon Ruins	3432	20000	269	269	269	269	174	–	215	A	A	B
	Channeler †	Undead Parish	186	400	163	163	163	163	325	98	98	C	C	C
		Depths	217	400	214	214	214	214	428	129	129	C	C	C
	Channeler	The Duke's Archives/Crystal Cave	387	800	384	384	384	384	768	231	231	C	C	C
	Chaos Bug	Demon Ruins	79	30	134	134	134	134	80	672	134	D	D	D
	Chaos Eater	Lost Izalith	650	1000	219	164	274	219	141	219	174	A	A	D
	Cragspider	Blighttown/Quelaag's Domain	167	100	216	216	216	216	167	1188	178	C	C	C
	Crow Demon	Painted World of Ariamis	930	900	306	230	306	306	231	183	231	C	C	D
	Crystal Golem (Amber) †	Darkroot Garden	816	1500	261	261	196	261	1305	261	169	S	S	S
		The Duke's Archives/Crystal Cave	1360	2500	435	435	326	435	2175	435	282	S	S	S
	Crystal Golem (Blue)	Darkroot Garden	408	200	243	243	182	243	486	194	158	S	S	S
		The Duke's Archives/Crystal Cave	680	800	405	405	304	405	810	324	264	S	S	S
	Enemy	Appearance	HP	Souls										
D	Darkwraith	Valley of Drakes/New Londo Ruins	525	900	309	309	309	309	231	200	216	B	B	B
	Demon Firesage †	Demon Ruins	5448	10000	255	191	318	255	192	203	166	C	C	D

	Enemy	Appearance	HP	Souls	Physical Defense				Magic Defense			Resistances		
	Demon Statue	Demon Ruins	300	300	435	435	435	435	283	869	869	S	S	S
		Lost Izalith	312	300	456	456	456	456	297	912	912	S	S	S
	Demonic Foilage	Darkroot Garden	193	100	173	173	173	130	139	68	155	D	D	S
		Darkroot Basin	283	100	250	250	250	187	200	99	224	D	D	S
	Dragon Slayer Ornstein †	Anor Londo	1642	–	349	349	349	349	226	263	1747	C	C	A
	Dragon Slayer Ornstein (Large) †	Anor Londo	2982	30000	339	339	339	339	221	256	1697	C	C	A
	Enemy	**Appearance**	**HP**	**Souls**										
E	**Egg Carrier**	Blighttown/Quelaag's Domain	129	0	150	112	150	150	112	150	112	C	C	C
	Elite Undead Archer	Undead Parish	80	100	137	137	137	137	100	103	89	D	D	C
		Sen's Fortress	134	500	275	275	275	275	200	207	179	D	D	C
	Elite Undead Guard (Rapier)	Undead Parish	266	100	197	197	197	197	144	149	129	D	D	C
		Sen's Fortress	399	500	252	252	252	252	184	189	163	D	D	C
		Undead Parish	228	100	150	150	150	150	109	113	98	D	D	C
	Elite Undead Guard (Sword)	Sen's Fortress	380	500	275	275	275	275	200	207	179	D	D	C
	Engorged Zombie (Torch)	Painted World of Ariamis	330	250	231	173	231	231	174	186	174	D	D	D
	Engorged Zombie (Unarmed)	Painted World of Ariamis	330	250	231	173	231	231	174	162	174	D	D	D
	Executioner Smough †	Anor Londo	2646	–	180	180	224	180	153	125	108	C	C	C
	Executioner Smough (Lightning) †	Anor Londo	4095	30000	180	180	224	180	153	125	359	A	A	C
	Enemy	**Appearance**	**HP**	**Souls**										
F	**Flaming Attack Dog**	Blighttown/Quelaag's Domain	124	150	183	183	183	183	119	913	136	B	B	D
	Four Kings †	Valley of Drakes/New Londo Ruins	9504	30000	299	299	299	299	205	192	177	S	S	S
	Frog-Ray	Darkroot Garden	162	80	137	103	137	137	103	88	103	D	D	E
	Fully Armored Tusk †	The Duke's Archives/Crystal Cave	640	1000	744	930	558	744	714	534	447	D	D	S
	Enemy	**Appearance**	**HP**	**Souls**										
G	**Gaping Dragon †**	Depths	4401	25000	167	167	167	167	117	108	84	S	S	C
	Gargoyle †	Anor Londo	1119	1000	258	258	258	258	199	162	251	A	A	A
	Ghost (Female)	Valley of Drakes/New Londo Ruins	290	0	171	171	171	171	128	87	342	S	S	S
	Ghost (Male)	Valley of Drakes/New Londo Ruins	231	0	167	167	167	167	126	84	334	S	S	S
	Giant (Slave) †	Sen's Fortress	1726	3000	210	210	210	210	130	189	158	D	D	D
	Giant Mosquito	Blighttown/Quelaag's Domain	50	0	70	70	70	70	53	48	53	A	A	D
	Giant Skeleton Archer	Catacombs	323	500	301	301	211	376	231	204	313	S	S	S
	Giant Skeleton Swordsmen	Firelink Shrine	448	500	282	282	197	352	216	191	293	S	S	S
		Catacombs	476	500	301	301	211	376	231	204	313	S	S	S
	Giant Undead Rat †	Depths	693	400	130	98	130	130	99	78	99	A	A	D
	Gravelord Nito †	Tomb of the Giants	4317	35000	317	317	317	317	238	221	317	S	S	S
	Great Feline †	Darkroot Basin	1465	2000	190	190	190	190	161	114	143	C	C	C
	Great Leech	Blighttown/Quelaag's Domain	124	100	128	128	128	128	90	101	97	A	A	D
	Great Stone Knight	Darkroot Garden	288	300	446	558	268	446	356	356	893	S	S	S
	Gwyn, Lord of Cinder †	Kiln of the First Flame	4185	50000	354	354	354	354	267	249	1770	S	S	A
	Enemy	**Appearance**	**HP**	**Souls**										
H	**Heavy Knight (Mace) †**	Undead Parish	372	350	163	163	163	163	118	130	98	D	D	B
	Heavy Knight (Mace)	Sen's Fortress	620	700	298	298	298	298	217	238	179	D	D	B
	Heavy Knight (Sword)	Painted World of Ariamis	775	1000	384	384	384	384	279	306	231	D	D	B
	Hellkite Dragon †	Undead Parish	2208	10000	198	198	198	238	159	396	99	S	S	S
	Hydra †	The Great Hollow/Ash Lake	3864	10000	295	295	295	295	235	177	235	S	S	C
		Darkroot Garden	2520	5000	194	194	194	194	155	117	155	S	S	C
	Enemy	**Appearance**	**HP**	**Souls**										
I	**Infested Barbarian (Boulder)**	Blighttown/Quelaag's Domain	883	350	143	107	179	143	108	114	108	B	B	E
	Infested Barbarian (Club)	Blighttown/Quelaag's Domain	883	250	143	107	179	143	108	114	108	B	B	E
	Infested Ghoul (Blunt)	Blighttown/Quelaag's Domain	365	150	156	117	156	156	117	125	117	C	C	D
	Infested Ghoul (Spear)	Blighttown/Quelaag's Domain	365	150	156	117	156	156	117	125	117	C	C	D
	Infested Ghoul (Sword)	Blighttown/Quelaag's Domain	365	150	156	117	156	156	117	125	117	C	C	D
	Iron Golem †	Sen's Fortress	2880	30000	408	510	306	408	326	305	245	S	S	S
	Enemy	**Appearance**	**HP**	**Souls**										
L	**Large Undead Rat**	Depths	140	60	120	90	120	120	90	72	90	B	B	E

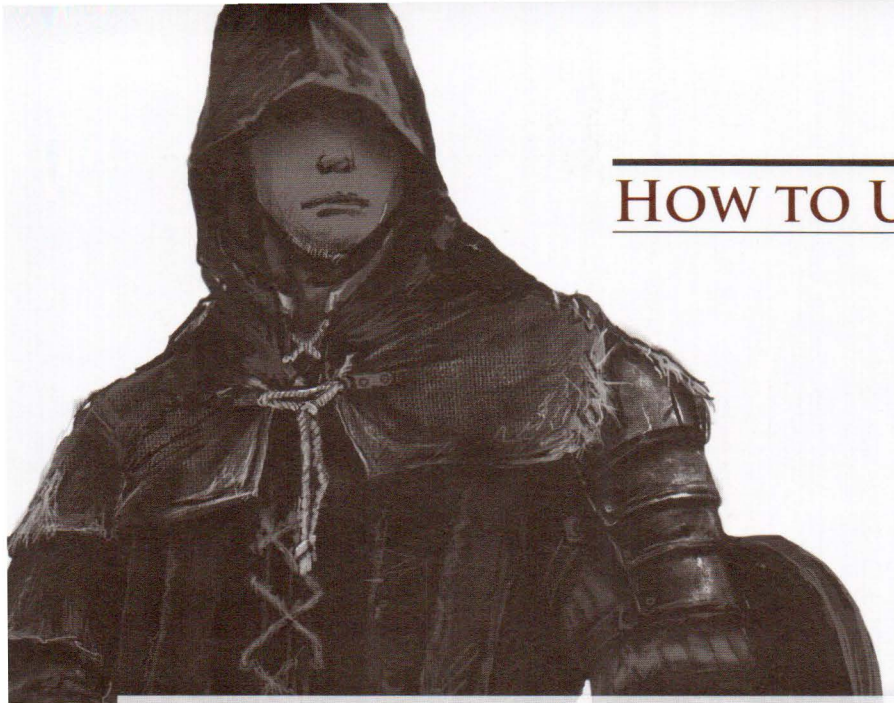
					Physical Defense				Magic Defense			Resistances		
	Enemy	Appearance	HP	Souls										
M	Man-Eater Shelly	The Great Hollow/Ash Lake	795	200	382	478	191	382	344	268	306	D	D	S
		The Duke's Archives/Crystal Cave	740	300	420	525	210	420	378	294	336	D	D	S
	Mass of Souls	Valley of Drakes/New Londo Ruins	2059	5000	190	190	237	190	143	122	143	A	A	C
	Mimic	Sen's Fortress	992	1000	231	231	231	231	161	137	196	A	A	A
	Mimic †	Anor Londo	1041	2000	244	244	244	244	170	145	207	A	A	A
		The Duke's Archives/Crystal Cave	1240	3000	297	297	297	297	207	177	252	A	A	A
	Moonlight Butterfly †	Darkroot Garden	1506	3000	184	184	184	184	230	110	148	S	S	S
	Moonlight Butterfly	The Duke's Archives/Crystal Cave	1255	400	306	306	306	306	384	183	246	S	S	S
	Mushroom Man (Child)	The Great Hollow/Ash Lake	662	50	117	88	147	117	106	71	235	B	B	B
		Darkroot Basin	633	50	112	84	140	112	101	68	224	B	B	B
	Mushroom Man (Parent)	The Great Hollow/Ash Lake	2484	150	156	117	195	156	139	93	311	A	A	A
		Darkroot Basin	2376	500	148	111	185	148	133	88	296	A	A	A

	Enemy	Appearance	HP	Souls										
P	Painting Guard	Anor Londo	231	300	239	239	239	239	192	160	180	C	C	C
	Parasitic Wall Hugger	Blighttown/Quelaag's Domain	594	1000	246	185	308	246	147	246	147	B	B	D
	Phalanx	Painted World of Ariamis	335	250	225	169	281	225	192	147	168	C	C	C
	Pinwheel †	Catacombs	1326	6000	151	151	151	151	128	121	99	B	B	B
	Pinwheel	Tomb of the Giants	506	1000	229	229	229	229	194	183	150	B	B	B
	Pisaca	The Duke's Archives/Crystal Cave	350	300	201	151	251	201	132	120	132	C	C	E
	Possessed Tree †	Darkroot Garden	540	180	180	180	180	180	144	90	162	D	D	S
	Priscilla the Crossbreed †	Painted World of Ariamis	2300	30000	324	324	324	324	291	195	195	A	A	C
	Prowling Demon †	Undead Parish	1506	1000	213	213	213	213	152	152	135	S	S	S
		Sen's Fortress	2510	2000	391	391	391	391	280	280	247	S	S	S
		Anor Londo	2635	5000	413	413	413	413	295	295	261	S	S	S
		Catacombs	2133	1000	379	474	379	379	334	313	334	S	S	S
		Lost Izalith	3137	5000	504	504	504	504	360	360	318	S	S	S

	Enemy	Appearance	HP	Souls										
Q	Quelaag †	Blighttown/Quelaag's Domain	3139	20000	255	255	255	255	229	–	205	S	S	C

	Enemy	Appearance	HP	Souls										
S	Seath the Scaleless †	The Duke's Archives/Crystal Cave	5525	40000	345	345	345	345	690	207	207	S	S	S
	Sentinel (Normal)	Anor Londo	756	1000	308	384	308	308	216	246	246	C	C	C
	Sentinel (Royal)	Anor Londo	535	500	349	437	349	349	244	298	280	C	C	C
	Serpent Mage	Sen's Fortress	290	500	340	340	340	340	172	151	144	B	B	D
		The Duke's Archives/Crystal Cave	362	2000	438	438	438	438	222	195	186	B	B	D
	Serpent Soldier	Sen's Fortress	430	250	359	359	359	359	191	161	154	B	B	D
		The Duke's Archives/Crystal Cave	537	500	462	462	462	462	246	207	198	B	B	D
	Serpent Soldier (Key) †	The Duke's Archives/Crystal Cave	2	500	462	462	462	462	246	207	198	B	B	D
	Serpent Soldier (Strong)	Sen's Fortress	473	500	400	400	400	400	213	179	172	B	B	D
	Sif, The Great Grey Wolf †	Darkroot Basin	3432	30000	260	260	260	260	195	182	195	A	A	B
	Silver Knight (Greatbow)	Anor Londo	464	900	315	394	315	315	251	212	315	D	D	B
	Silver Knight (Spear)	Anor Londo	464	900	315	394	315	315	251	212	315	D	D	B
	Silver Knight (Sword)	Anor Londo	464	900	315	394	315	315	251	212	315	D	D	B
	Skeleton (Bow)	Firelink Shrine	144	0	247	247	173	309	191	168	266	S	S	S
		Catacombs	153	0	264	264	185	330	204	179	284	S	S	S
	Skeleton Baby	Tomb of the Giants	34	100	207	207	145	259	161	142	262	S	S	S
	Skeleton Beast	Tomb of the Giants	446	500	339	339	237	423	259	229	393	S	S	S
	Skeleton, Nito battle (Bow)	Tomb of the Giants	126	0	282	282	197	352	218	191	304	S	S	S
	Skeleton, Nito battle (Sword)	Tomb of the Giants	140	0	282	282	197	352	218	191	304	S	S	S
		Tomb of the Giants	252	0	321	321	225	402	246	218	334	S	S	S
	Skeleton, Nito battle (Sword and Shield)	Tomb of the Giants	171	0	282	282	197	352	218	191	304	S	S	S
	Skeleton Swordsmen (Greatsword)	Firelink Shrine	156	0	247	247	173	309	191	168	266	S	S	S
		Catacombs	166	0	264	264	185	330	204	179	284	S	S	S
	Skeleton Swordsmen (Sword and Shield)	Firelink Shrine	184	0	247	247	173	309	191	168	266	S	S	S
		Catacombs	195	0	264	264	185	330	204	179	284	S	S	S
	Slime	Depths	142	0	1500	1500	1500	1500	488	75	488	S	S	S

					Physical Defense				Magic Defense			Resistances		
	Enemy	Appearance	HP	Souls										
	Small Undead Rat	Firelink Shrine	80	20	68	51	68	68	51	41	51	B	B	E
		Undead Parish	96	20	86	65	86	86	65	52	65	B	B	E
		Depths	112	30	114	85	114	114	85	68	85	B	B	E
	Snow Rat	Painted World of Ariamis	237	300	222	167	222	222	168	132	168	A	A	E
	Special Chaos Bug	Demon Ruins	79	100	134	134	134	134	80	672	134	D	D	D
	Stray Demon †	Undead Asylum (revisited)	5250	20000	258	194	323	258	195	207	168	C	C	D
	Enemy	**Appearance**	**HP**	**Souls**										
T	**Taurus Demon †**	Undead Burg	1215	1000	103	103	103	103	77	88	67	B	B	B
	Taurus Demon	Demon Ruins	900	1200	280	280	280	280	183	237	183	C	C	C
	Taurus Demon (Seven Heroes) †	Demon Ruins	1282	1200	294	294	294	294	192	249	192	C	C	C
	Tree Lizard	Darkroot Garden	169	60	140	105	140	140	106	85	106	C	C	E
	Enemy	**Appearance**	**HP**	**Souls**										
U	**Undead Assassin**	Undaed Burg/Lower Section	138	50	121	121	121	121	90	79	90	C	C	D
	Undead Attack Dog	Undaed Burg/Lower Section	100	50	100	100	100	100	75	60	75	B	B	D
	Undead Attack Dog (Demon's) †	Undaed Burg/Lower Section	100	150	100	100	100	100	75	60	75	B	B	D
	Undead Attack Dog	Depths	117	75	132	132	132	132	99	78	99	B	B	C
	Undead Attack Dog (Butcher's) †	Depths	126	150	142	142	142	142	106	85	106	B	B	C
	Undead Crystal Soldier (Bow)	The Duke's Archives/Crystal Cave	155	150	498	623	374	498	324	324	324	B	B	A
	Undead Crystal Soldier (Sword)	The Duke's Archives/Crystal Cave	212	150	642	803	482	642	333	333	333	B	B	A
	Undead Dragon †	Painted World of Ariamis	3955	5000	177	177	177	177	140	73	73	S	S	C
		Valley of Drakes/New Londo Ruins	3480	3000	204	204	204	204	162	84	84	S	S	C
	Undead Mage †	Catacombs	411	800	150	150	150	150	113	119	113	D	D	E
	Undead Soldier (Spear)	Undead Burg	85	50	103	103	103	103	77	72	72	D	D	D
		Undead Parish	102	50	131	131	131	131	98	91	91	D	D	D
		Undead Asylum (revisited)	144	150	212	212	212	212	159	148	148	D	D	D
	Undead Soldier (Sword)	Undead Asylum	102	50	131	131	131	131	98	91	91	E	E	E
		Firelink Shrine	85	50	103	103	103	103	77	72	72	D	D	D
		Undead Burg	85	50	103	103	103	103	77	72	72	D	D	D
		Undead Parish	102	50	131	131	131	131	98	91	91	D	D	D
		Undead Asylum (revisited)	144	150	212	212	212	212	159	148	148	D	D	D
	Enemy	**Appearance**	**HP**	**Souls**										
V	**Vile Maggot**	Blighttown/Quelaag's Domain	68	15	163	163	163	163	123	163	123	D	D	D
	Enemy	**Appearance**	**HP**	**Souls**										
W	**Wheel Skeleton**	Painted World of Ariamis	197	200	348	348	244	435	267	237	366	S	S	S
		Catacombs	134	200	239	239	167	299	183	163	251	S	S	S
	Wisp	Valley of Drakes/New Londo Ruins	29	0	57	57	57	57	44	57	44	S	S	S
		Catacombs	15	0	45	45	45	45	35	45	35	S	S	S
	Wyvern	Valley of Drakes/New Londo Ruins	1152	500	354	354	354	354	283	213	707	A	A	C
	Enemy	**Appearance**	**HP**	**Souls**										
Z	**Zombie (Archer)**	Undead Asylum	69	20	77	77	77	77	58	54	58	E	E	E
		Undaed Burg/Lower Section	105	20	98	98	98	98	74	69	74	E	E	E
		Painted World of Ariamis	220	150	231	231	231	231	174	162	174	E	E	E
		Undead Asylum (revisited)	149	100	159	159	159	159	119	111	119	E	E	E
	Zombie (Docile)	Undead Asylum	44	20	10	10	10	10	8	7	8	E	E	E
		Valley of Drakes/New Londo Ruins	105	20	98	98	98	98	74	69	74	E	E	E
	Zombie (Sword)	Undead Asylum	69	20	77	77	77	77	58	54	58	E	E	E
		Undead Burg	88	20	77	77	77	77	58	54	58	E	E	E
		Undead Parish	105	20	98	98	98	98	74	69	74	E	E	E
		Depths	123	50	129	129	129	129	97	90	97	E	E	E
		Painted World of Ariamis	220	150	231	231	231	231	174	162	174	E	E	E
	Zombie (Torch)	Undead Burg	88	20	77	77	77	77	58	62	58	E	E	E
		Undaed Burg/Lower Section	105	20	98	98	98	98	74	79	74	E	E	E
		Depths	123	50	129	129	129	129	97	104	97	E	E	E
		Painted World of Ariamis	220	150	231	231	231	231	174	186	174	E	E	E
		Undead Asylum (revisited)	149	100	159	159	159	159	119	128	119	E	E	E



How to Use This Chapter

This chapter is designed to guide you through each of the separate areas in Dark Souls and ensure that you'll always know where to go and what your options are. It should be very simple to use, but just in case anything is even slightly unclear we'll explain how all of the elements work here.

Map Legend

Text Point

This is a text point. These are numbered and are simply used to link the text to a specific position on the map.

Bonfire

This icon represents a Bonfire, which you can use as a checkpoint to save the game and regain your health and supplies, at the cost of the enemies in the area respawning.

Boss

A boss battle will take place at this location the first time you reach it. Be careful when entering areas that have this icon marked, as you may not be able to leave until you've beaten the boss.

NPC

An NPC, such as a merchant or traveler, appears at this position the first time you reach the area. Some NPCs being present at the marked location may require you to have met certain conditions.

Locked Door

This icon means that the door at this location is locked, and will either require you to find a key or open it from the other side.

Major Trap

This is an environmental trap that can severely damage you if you're caught by it. These are often fast moving boulders that you'll need to roll away from.

Arrow Trap

These are small pressure pads on the floor that trigger arrows to be fired at your location. Once you know where they are you can easily avoid them.

Ladders

This icon means there's a ladder at this position, which will often lead to a different floor of the area, so it's often accompanied by the Map Link icon.

Weapon/Magic

This icon represents a weapon, shield or Magic spell that can be found at the location it's linked to. The name of the specific item(s) will be displayed next to the icon. These items are usually found either in a treasure chest or on a dead body near the marked location.

Armor

This icon represents a piece of armor that can be found at the location it's linked to. Often an entire set of armor can be found in one place, and the names of each piece will be displayed next to the icon.

Key

This icon represents a key that can be found at the location it's linked to. The name of the item will be displayed next to the icon, and the key's name will usually reveal the area in which it can be used.

Item

This icon represents an item (such as a Ring, Consumable item, Material or a deposit of Souls) that can be found at the location it's linked to. The name of the item or Soul deposit will be displayed next to the icon.

Standard Enemy

This icon indicates that a Standard enemy appears at the marked location. It also shows you how many standard enemies are in the location in cases where a group of enemies appear very close together.

Strong Enemy

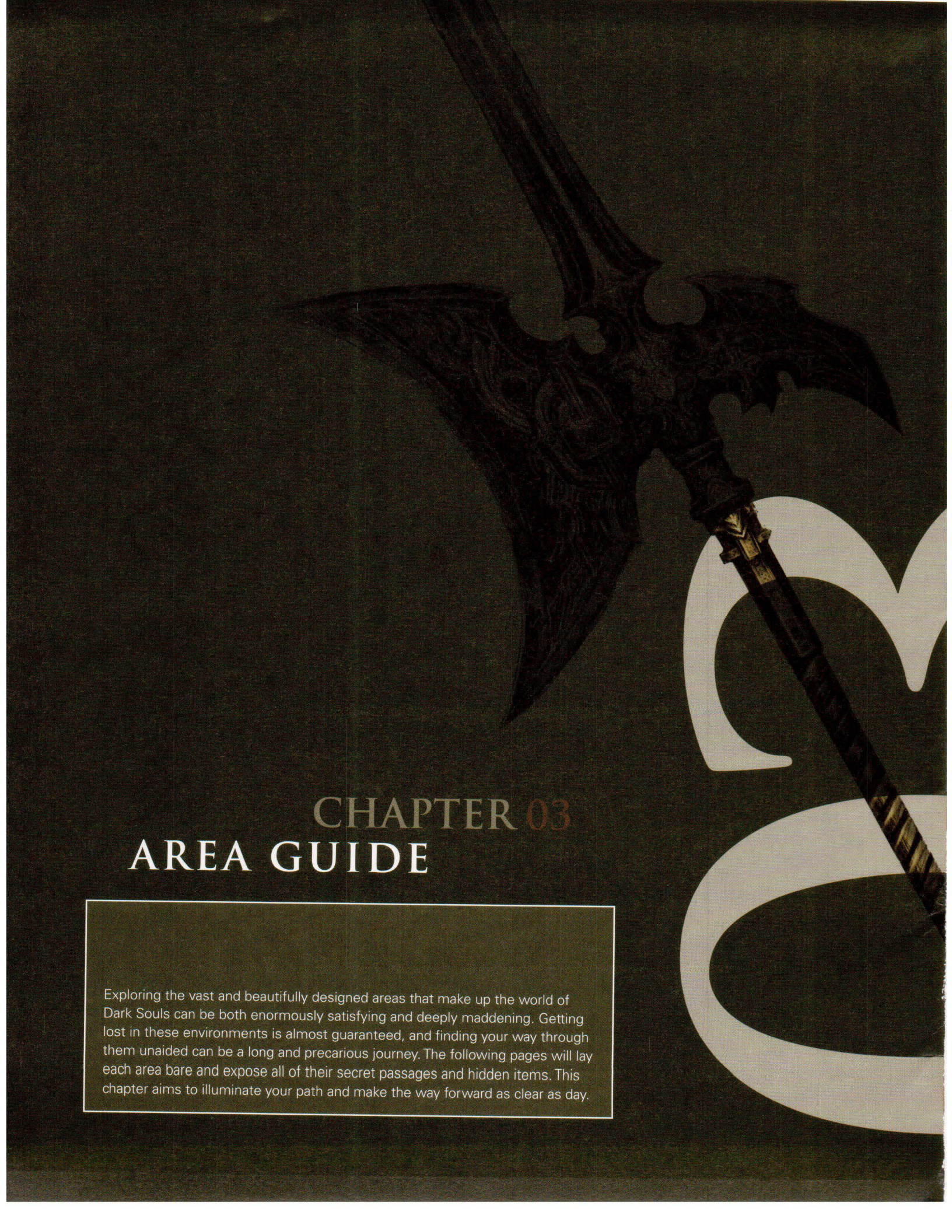
This icon indicates that a Strong enemy appears at the marked location. It will display exactly how many Strong enemies are in the location, though these enemies most commonly appear on their own rather than in groups.

Rare Enemy

This icon indicates that a Rare enemy (either a Crystal Lizard or a Drift Item) appears at the marked location. It also shows you how many Rare enemies are in the location in cases where a group of them appear very close together.

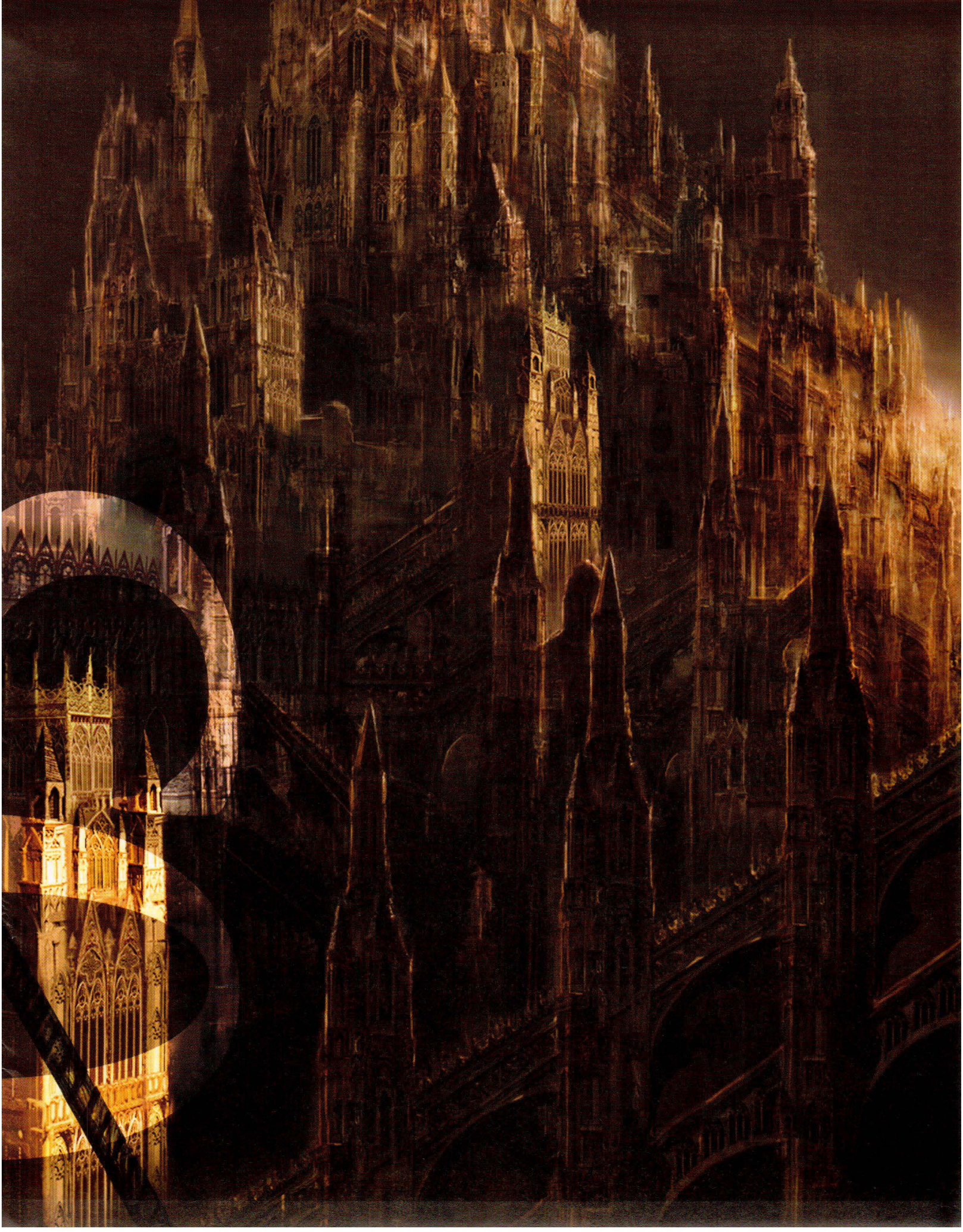
Map Links

These icons simply show where one area of the map links to another separated area. Often in places where an area has multiple floors the map is divided to show all floors, and these icons can be used to easily see where the floors link up through stairs or ladders.



CHAPTER 03
AREA GUIDE

Exploring the vast and beautifully designed areas that make up the world of Dark Souls can be both enormously satisfying and deeply maddening. Getting lost in these environments is almost guaranteed, and finding your way through them unaided can be a long and precarious journey. The following pages will lay each area bare and expose all of their secret passages and hidden items. This chapter aims to illuminate your path and make the way forward as clear as day.

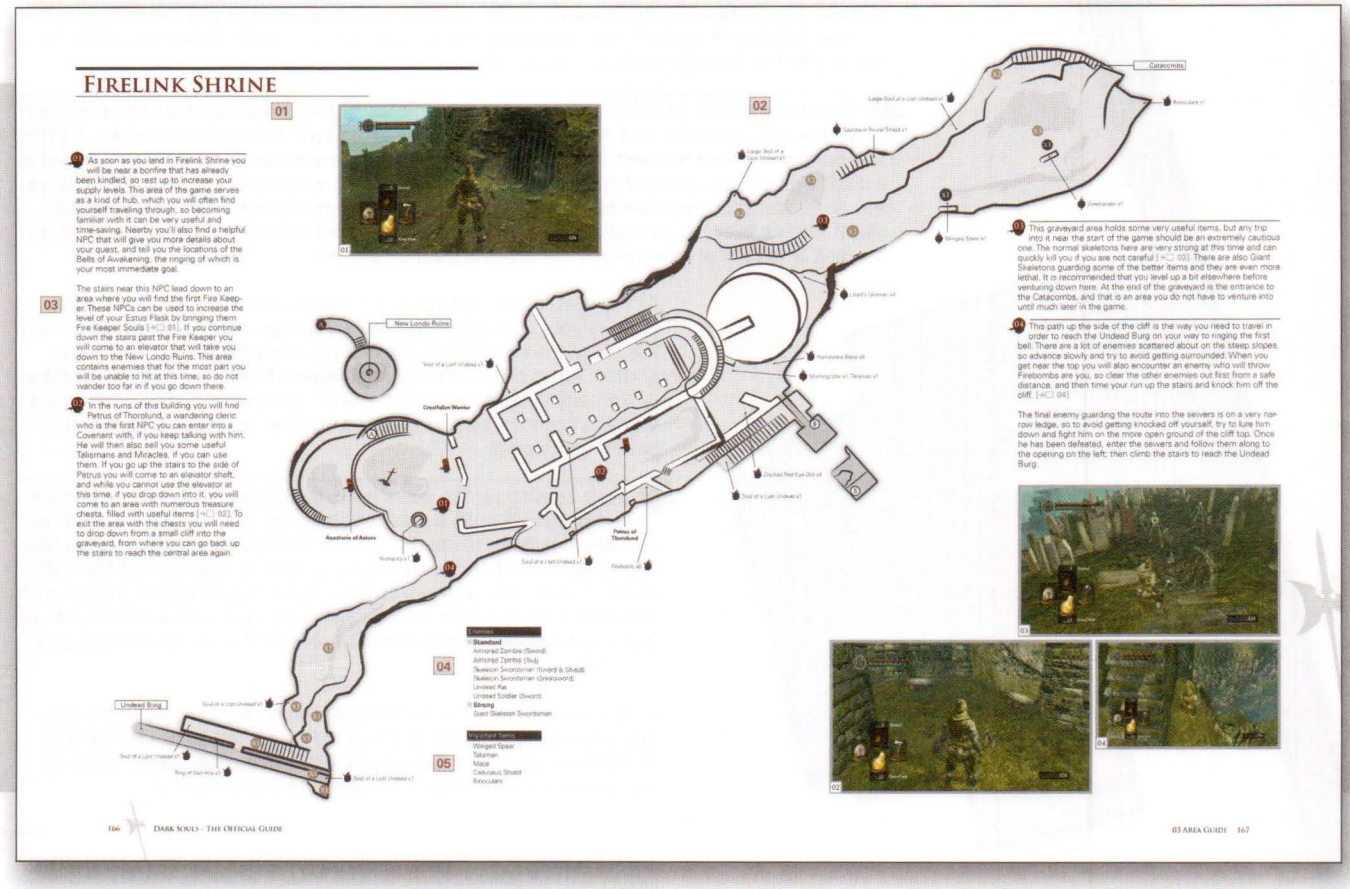


Page Example

We'll use this example page to describe each of the elements that make up the Area Guide.

01 Area Name
This is the name of the area currently being covered. This name will appear on screen every time you enter the area, regardless of where you enter it. When you see this name appear on screen you know you've crossed the boundary into the new area, and if you check the map you can work out which entrance you've used to get there by looking for the name of the area you came from.

02 Area Map
This is the map of the current area, with icons marking the positions where key items, NPCs and enemies can be found. Note that the enemy positions marked are their starting locations. If you've disturbed a group of enemies it's possible that some other enemies will be drawn away from these positions, so you may not always encounter them where they are marked here.



03 Text Points
Text Points are basically just a number that link a position on the map to the corresponding text on the page. These numbers do not have to be followed in order, as this guide is designed to show you all of the key areas and events in an area, rather than to provide a chronological route from start to finish. Each point will describe the key points of interest in the area and what your options are for continuing. Some will detail how to get to hidden areas or open shortcuts to previous areas.

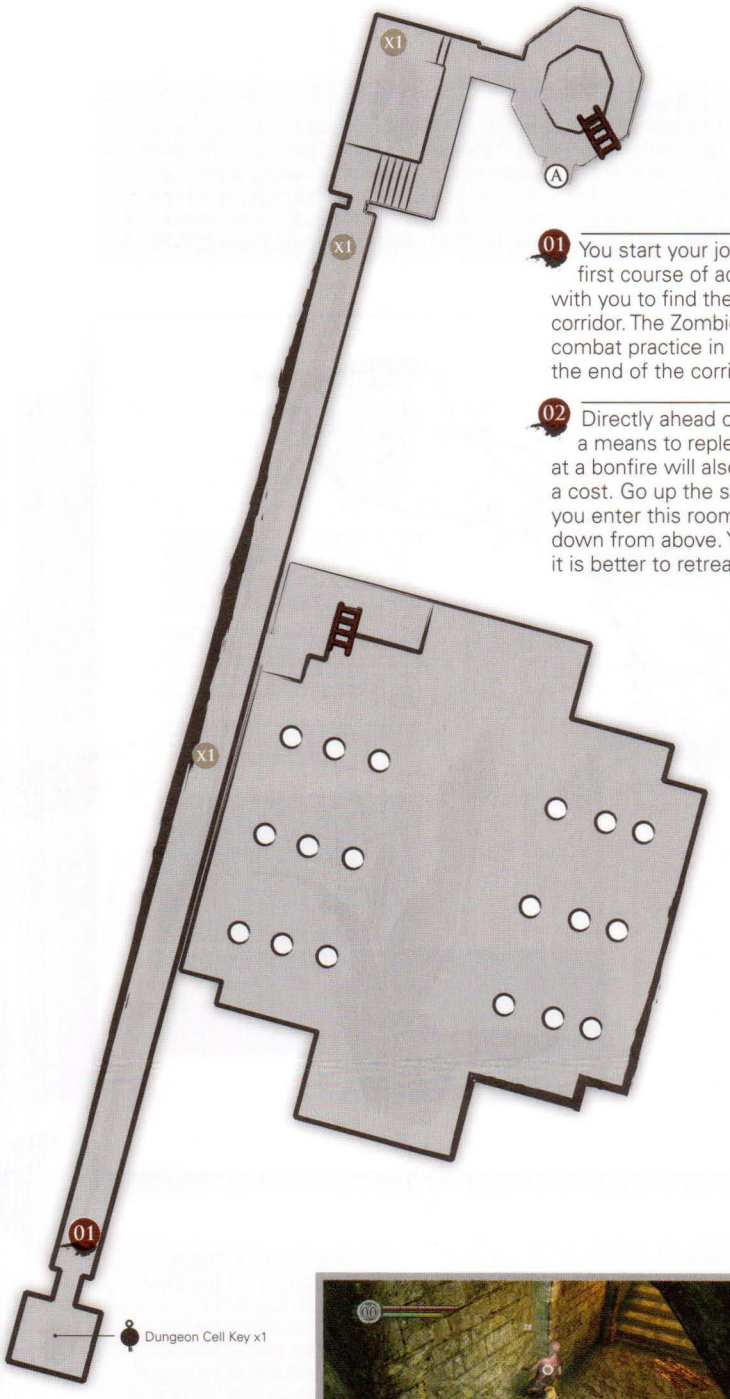
04 Enemies
The enemies that appear in the current area are listed here. These are categorized as Standard, Strong, Rare or Boss types. If you're having trouble against a particular enemy you can look up your current area in the Enemy Guide chapter and then find the enemy in question to find detailed strategies for dealing with it.

05 Important Items
This section lists the most important items that can be found in the current area. This gives you an idea of any important treasures in the area you may miss at a glance. The exact locations of these items will be marked on the area map.

Undead Asylum

09_025

Enemies	Important Items
Standard	Class Specific Starting Equipment
Zombie (Docile)	Estus Flask
Zombie (Sword)	
Zombie (Archer)	
Undead Soldier (Sword)	
Boss	
Asylum Demon	



01 You start your journey locked in a cell, armed with only the hilt of a broken sword. Your first course of action is to find a means of escape. Pillage the corpse located in the cell with you to find the key you need to unlock the cell door, and then continue up the long corridor. The Zombies in this area are docile and will not attack you, but you can still get some combat practice in on them for some easy Souls if you wish [→☐ 01]. When you come to the end of the corridor, climb the ladder to reach the floor above.

02 Directly ahead of you in this room is the first bonfire of the game. Bonfires serve as both a means to replenish your supplies, and as points to respawn from should you die. Resting at a bonfire will also respawn all enemies in the immediate area, so using bonfires comes at a cost. Go up the stairs and open the door to the next area when you are ready. As soon as you enter this room you will hear a rumbling, and the Asylum Demon will come crashing down from above. You can take him on now, but your broken sword is not very effective, so it is better to retreat strategically through the gate on the left.

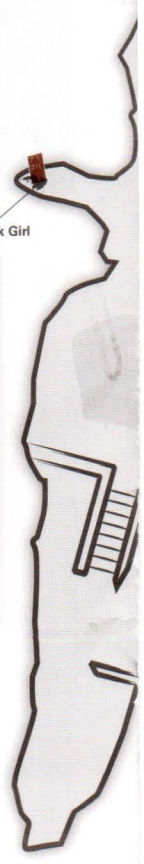
At the end of the next corridor there is a Zombie archer firing arrows at you, so quickly run forward and go into the open cell on the left. Near the entrance to the cell you can pillage a shield from a corpse; equip the shield and then start running towards the Zombie while holding up the shield to protect yourself [→☐ 02]. Pick up the weapon from the corpse near the Zombie, and then take him out before continuing.

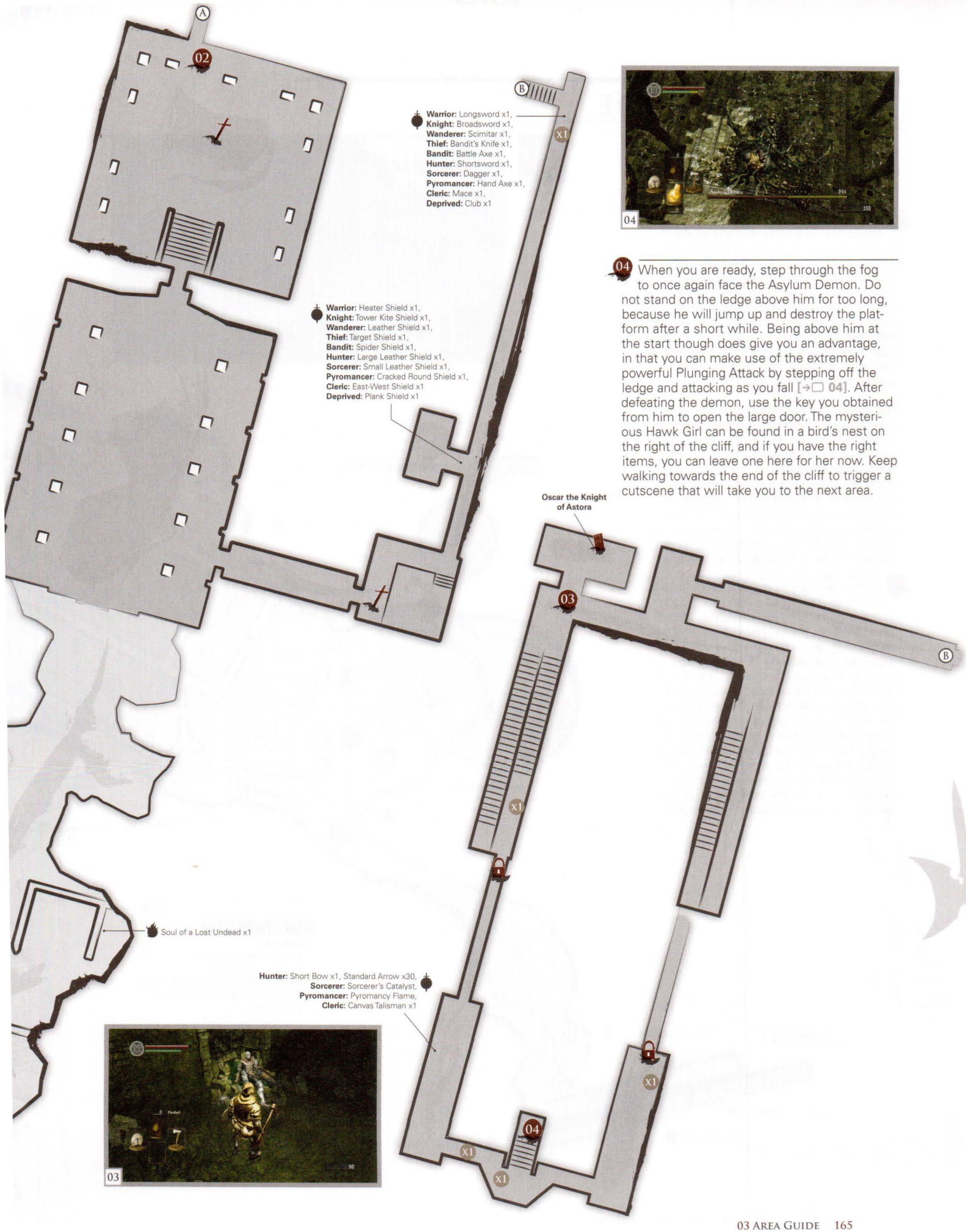
03 Start running up the stairs here, but be ready because a Zombie at the top will push a boulder down the stairs at you; as soon as you see it coming, roll to the right to fall down and avoid the boulder. The force of the boulder managed to destroy a section of the wall, which reveals a small room containing an injured soldier. Speak with the dying man and offer to hear about his quest. As a reward, he will give you a valuable Estus Flask, as well as the key to a nearby gate. [→☐ 03]

Go back up the stairs and after dispatching the Zombie at the top, use your newly acquired key to get through the gate. On the right of the area just past the gate you will find another useful piece of equipment for your class, so make sure not to miss it.









04 When you are ready, step through the fog to once again face the Asylum Demon. Do not stand on the ledge above him for too long, because he will jump up and destroy the platform after a short while. Being above him at the start though does give you an advantage, in that you can make use of the extremely powerful Plunging Attack by stepping off the ledge and attacking as you fall [→□ 04]. After defeating the demon, use the key you obtained from him to open the large door. The mysterious Hawk Girl can be found in a bird's nest on the right of the cliff, and if you have the right items, you can leave one here for her now. Keep walking towards the end of the cliff to trigger a cutscene that will take you to the next area.

Firelink Shrine

09_026

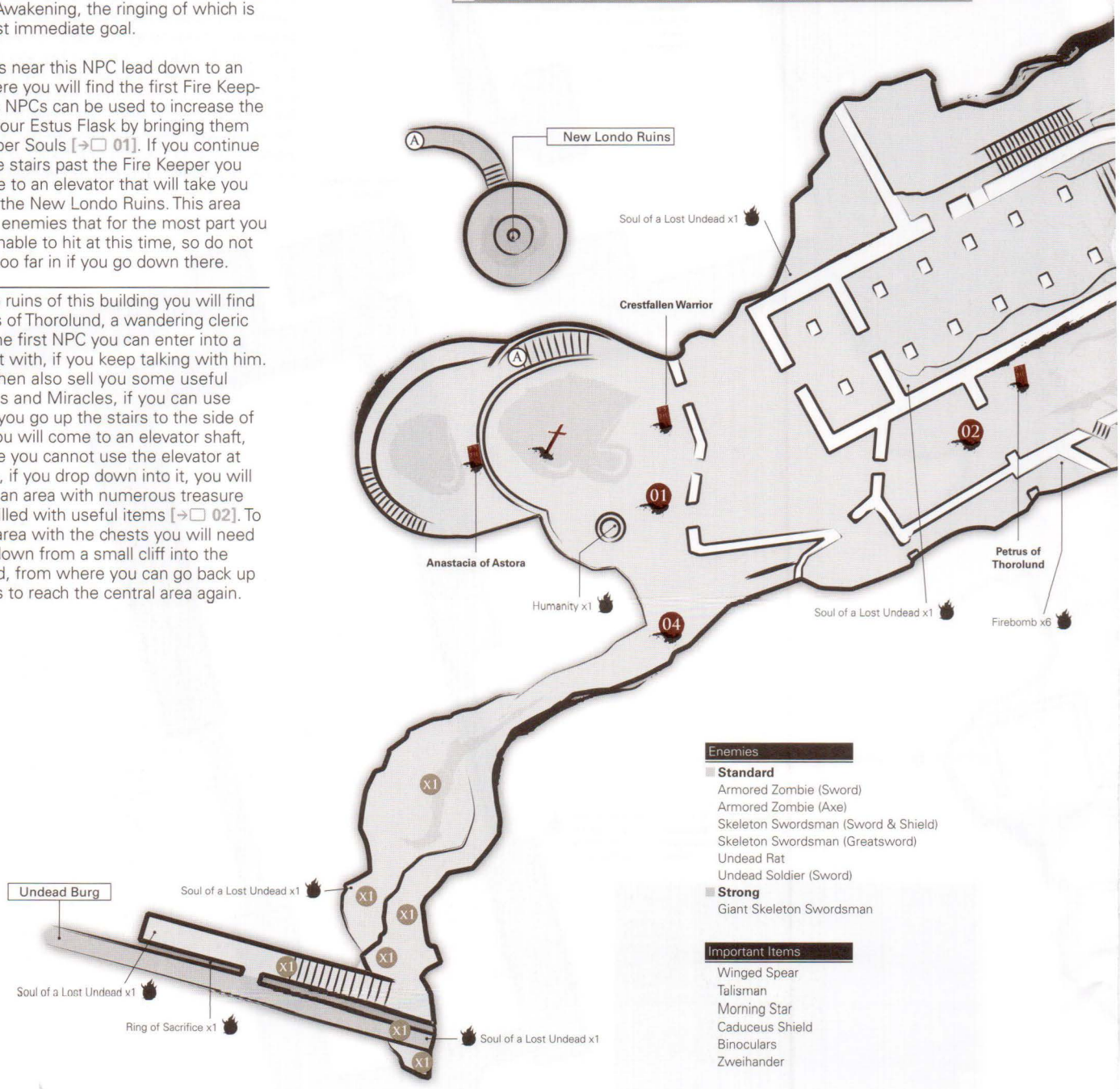


01

01 As soon as you land in Firelink Shrine you will be near a bonfire that has already been kindled, so rest up to increase your supply levels. This area of the game serves as a kind of hub, which you will often find yourself traveling through, so becoming familiar with it can be very useful and time-saving. Nearby you'll also find a helpful NPC that will give you more details about your quest, and tell you the locations of the Bells of Awakening, the ringing of which is your most immediate goal.

The stairs near this NPC lead down to an area where you will find the first Fire Keeper. These NPCs can be used to increase the level of your Estus Flask by bringing them Fire Keeper Souls [→☐ 01]. If you continue down the stairs past the Fire Keeper you will come to an elevator that will take you down to the New Londo Ruins. This area contains enemies that for the most part you will be unable to hit at this time, so do not wander too far in if you go down there.

02 In the ruins of this building you will find Petrus of Thorolund, a wandering cleric who is the first NPC you can enter into a Covenant with, if you keep talking with him. He will then also sell you some useful Talismans and Miracles, if you can use them. If you go up the stairs to the side of Petrus you will come to an elevator shaft, and while you cannot use the elevator at this time, if you drop down into it, you will come to an area with numerous treasure chests, filled with useful items [→☐ 02]. To exit the area with the chests you will need to drop down from a small cliff into the graveyard, from where you can go back up the stairs to reach the central area again.

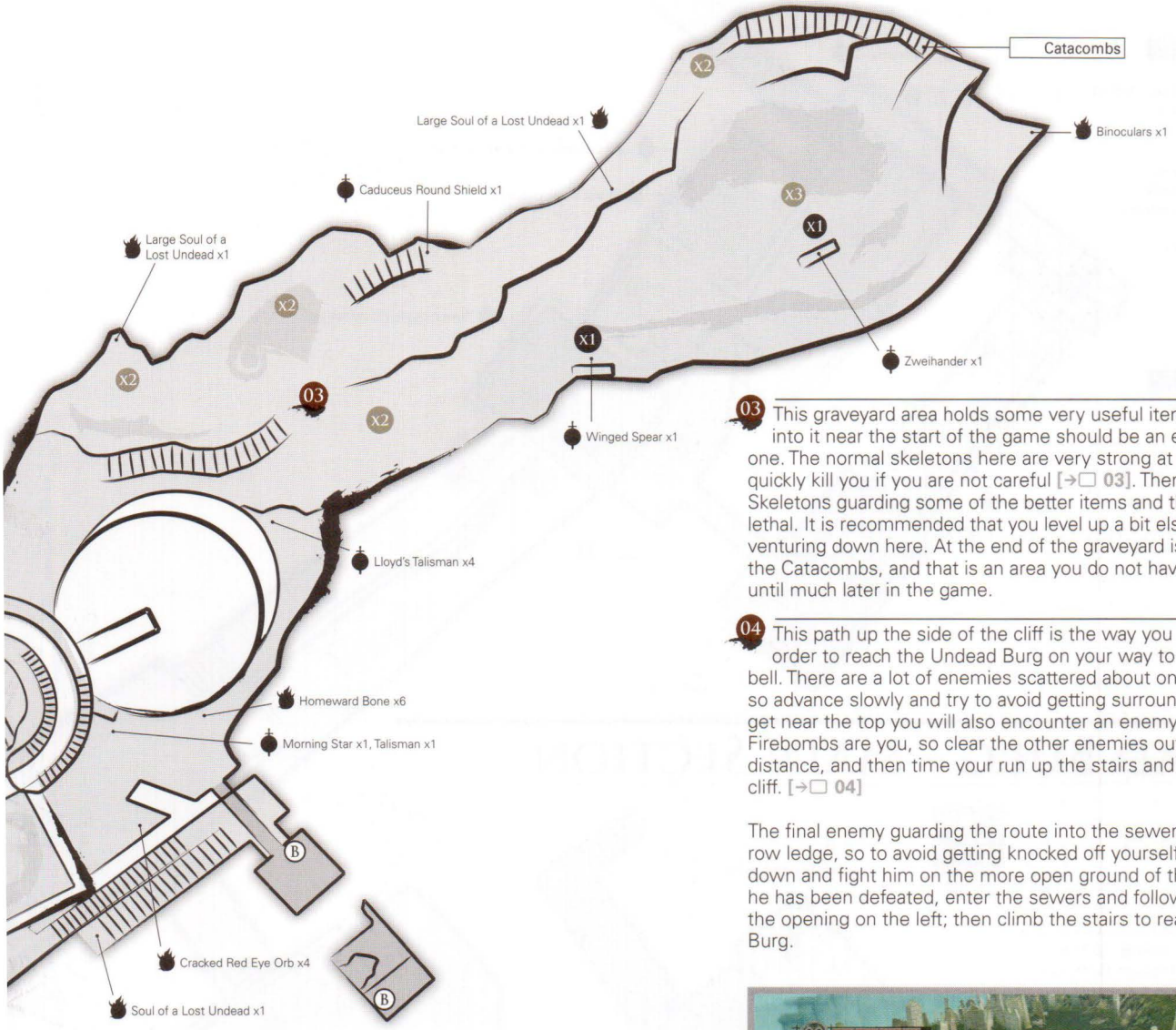


Enemies

- **Standard**
  - Armored Zombie (Sword)
  - Armored Zombie (Axe)
  - Skeleton Swordsman (Sword & Shield)
  - Skeleton Swordsman (Greatsword)
  - Undead Rat
  - Undead Soldier (Sword)
- **Strong**
  - Giant Skeleton Swordsman

Important Items

- Winged Spear
- Talisman
- Morning Star
- Caduceus Shield
- Binoculars
- Zweihander



03 This graveyard area holds some very useful items, but any trip into it near the start of the game should be an extremely cautious one. The normal skeletons here are very strong at this time and can quickly kill you if you are not careful [→□ 03]. There are also Giant Skeletons guarding some of the better items and they are even more lethal. It is recommended that you level up a bit elsewhere before venturing down here. At the end of the graveyard is the entrance to the Catacombs, and that is an area you do not have to venture into until much later in the game.

04 This path up the side of the cliff is the way you need to travel in order to reach the Undead Burg on your way to ringing the first bell. There are a lot of enemies scattered about on the steep slopes, so advance slowly and try to avoid getting surrounded. When you get near the top you will also encounter an enemy who will throw Firebombs are you, so clear the other enemies out first from a safe distance, and then time your run up the stairs and knock him off the cliff. [→□ 04]

The final enemy guarding the route into the sewers is on a very narrow ledge, so to avoid getting knocked off yourself, try to lure him down and fight him on the more open ground of the cliff top. Once he has been defeated, enter the sewers and follow them along to the opening on the left; then climb the stairs to reach the Undead Burg.



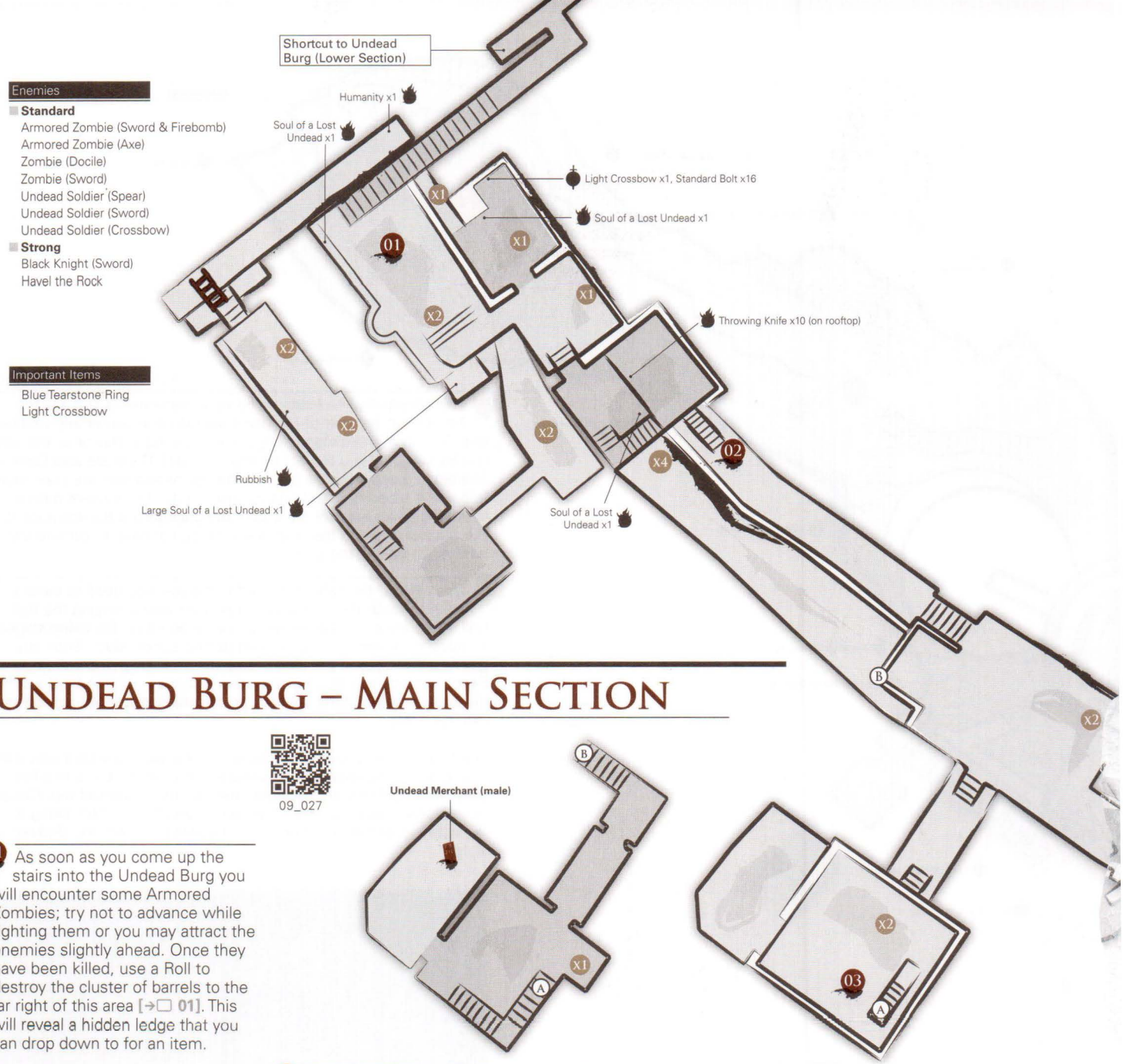
03



02



04



Enemies

- **Standard**
  - Armored Zombie (Sword & Firebomb)
  - Armored Zombie (Axe)
  - Zombie (Docile)
  - Zombie (Sword)
  - Undead Soldier (Spear)
  - Undead Soldier (Sword)
  - Undead Soldier (Crossbow)
- **Strong**
  - Black Knight (Sword)
  - Havel the Rock

Important Items

- Blue Tearstone Ring
- Light Crossbow

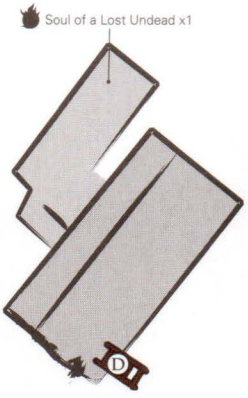
Undead Burg – Main Section

09_027

01 As soon as you come up the stairs into the Undead Burg you will encounter some Armored Zombies; try not to advance while fighting them or you may attract the enemies slightly ahead. Once they have been killed, use a Roll to destroy the cluster of barrels to the far right of this area [→☐ 01]. This will reveal a hidden ledge that you can drop down to for an item.

Drop down from this ledge to the area below, which you can also explore for even more items. Be careful when you are walking around this area because there are a number of enemies hanging over the side of railings that will climb up when you are close.

02 Be careful as you reach the top of these stairs because the dragon, Hellkite, will come crashing down on to the path ahead briefly. Once he has flown off, run up the next set of stairs to the next enemy group. The main threat here is the archer at the top of the stairs directly ahead; try to run past all the other enemies and take him out first [→☐ 02]. You can then take out the remaining enemies one at a time by using the stairs as a natural bottleneck. If you are running low on supplies, rest at the bonfire in the room to the left before continuing.





01


02

03 The two enemies here can both drop a good shield at this point in the game, so it is worth using the bonfire to respawn them a few times to try and get it and so save you buying one. Once they have both been killed, you can use a Roll to destroy the group of boxes to the left of the area, which will reveal a hidden staircase. [→□ 03]

At the bottom of the stairs you come to a room with two exits. The one on the right leads to an item on a rooftop, but if you head this way be aware of the enemy breaking through the shelving near the doorway. On the rooftop, you can jump to a small ledge on the adjacent building, where you can find a Light Crossbow. The left exit takes you to the first merchant in the game, and if you didn't get one earlier, buying a good shield should be a high priority, along with a bow and some arrows.


03


04

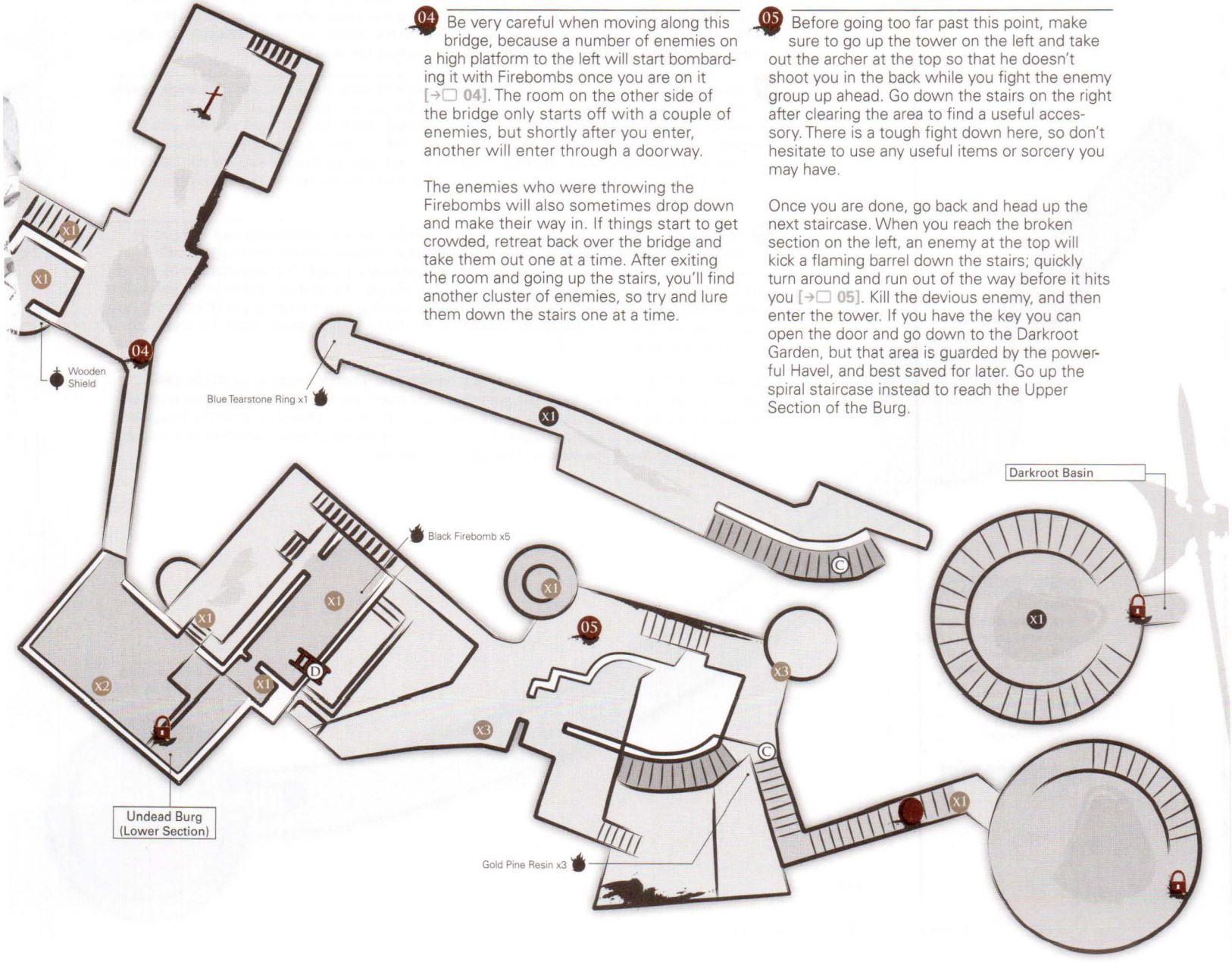

05

04 Be very careful when moving along this bridge, because a number of enemies on a high platform to the left will start bombarding it with Firebombs once you are on it [→□ 04]. The room on the other side of the bridge only starts off with a couple of enemies, but shortly after you enter, another will enter through a doorway.

The enemies who were throwing the Firebombs will also sometimes drop down and make their way in. If things start to get crowded, retreat back over the bridge and take them out one at a time. After exiting the room and going up the stairs, you'll find another cluster of enemies, so try and lure them down the stairs one at a time.

05 Before going too far past this point, make sure to go up the tower on the left and take out the archer at the top so that he doesn't shoot you in the back while you fight the enemy group up ahead. Go down the stairs on the right after clearing the area to find a useful accessory. There is a tough fight down here, so don't hesitate to use any useful items or sorcery you may have.

Once you are done, go back and head up the next staircase. When you reach the broken section on the left, an enemy at the top will kick a flaming barrel down the stairs; quickly turn around and run out of the way before it hits you [→□ 05]. Kill the devious enemy, and then enter the tower. If you have the key you can open the door and go down to the Darkroot Garden, but that area is guarded by the powerful Havel, and best saved for later. Go up the spiral staircase instead to reach the Upper Section of the Burg.





01



02

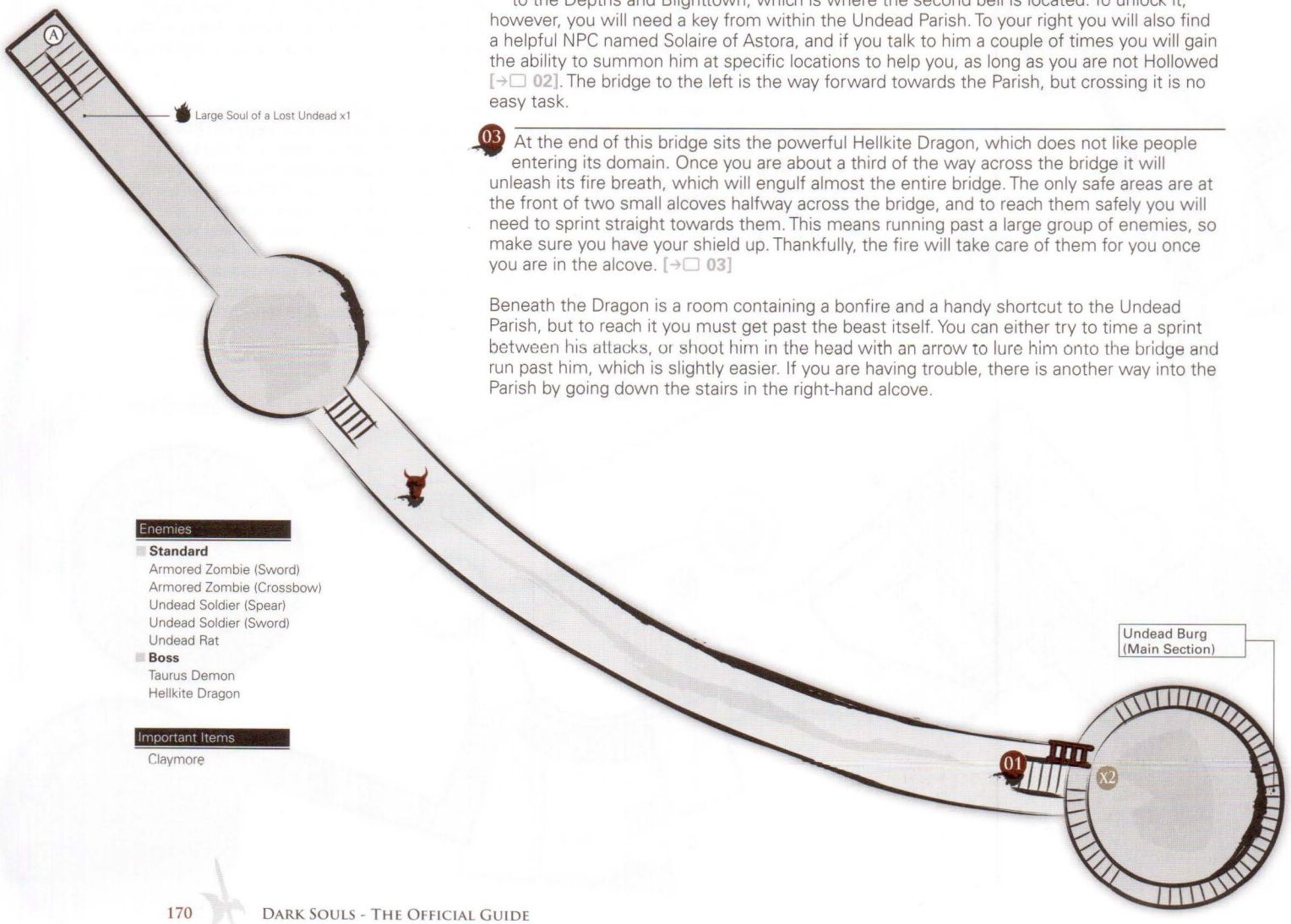
Undead Burg – Upper Section

01 As soon as you reach the bottom of these stairs, turn around and climb up the ladder to the side of them. At the top you will find two archers, and they can be very problematic during the upcoming boss fight if you leave them alive [→☐ 01]. When you are ready, continue along the path until the Taurus Demon jumps down. Fighting him on the narrow path can be difficult, so you are much better off retreating back to the tower where the archers were positioned and using Plunging attacks to kill it. When the demon has been defeated, continue along the bridge and down the series of stairs to reach the area below.

02 As soon as you enter this area you will see a locked door in front of you that leads down to the Depths and Blighttown, which is where the second bell is located. To unlock it, however, you will need a key from within the Undead Parish. To your right you will also find a helpful NPC named Solaire of Astora, and if you talk to him a couple of times you will gain the ability to summon him at specific locations to help you, as long as you are not Hollowed [→☐ 02]. The bridge to the left is the way forward towards the Parish, but crossing it is no easy task.

03 At the end of this bridge sits the powerful Hellkite Dragon, which does not like people entering its domain. Once you are about a third of the way across the bridge it will unleash its fire breath, which will engulf almost the entire bridge. The only safe areas are at the front of two small alcoves halfway across the bridge, and to reach them safely you will need to sprint straight towards them. This means running past a large group of enemies, so make sure you have your shield up. Thankfully, the fire will take care of them for you once you are in the alcove. [→☐ 03]

Beneath the Dragon is a room containing a bonfire and a handy shortcut to the Undead Parish, but to reach it you must get past the beast itself. You can either try to time a sprint between his attacks, or shoot him in the head with an arrow to lure him onto the bridge and run past him, which is slightly easier. If you are having trouble, there is another way into the Parish by going down the stairs in the right-hand alcove.

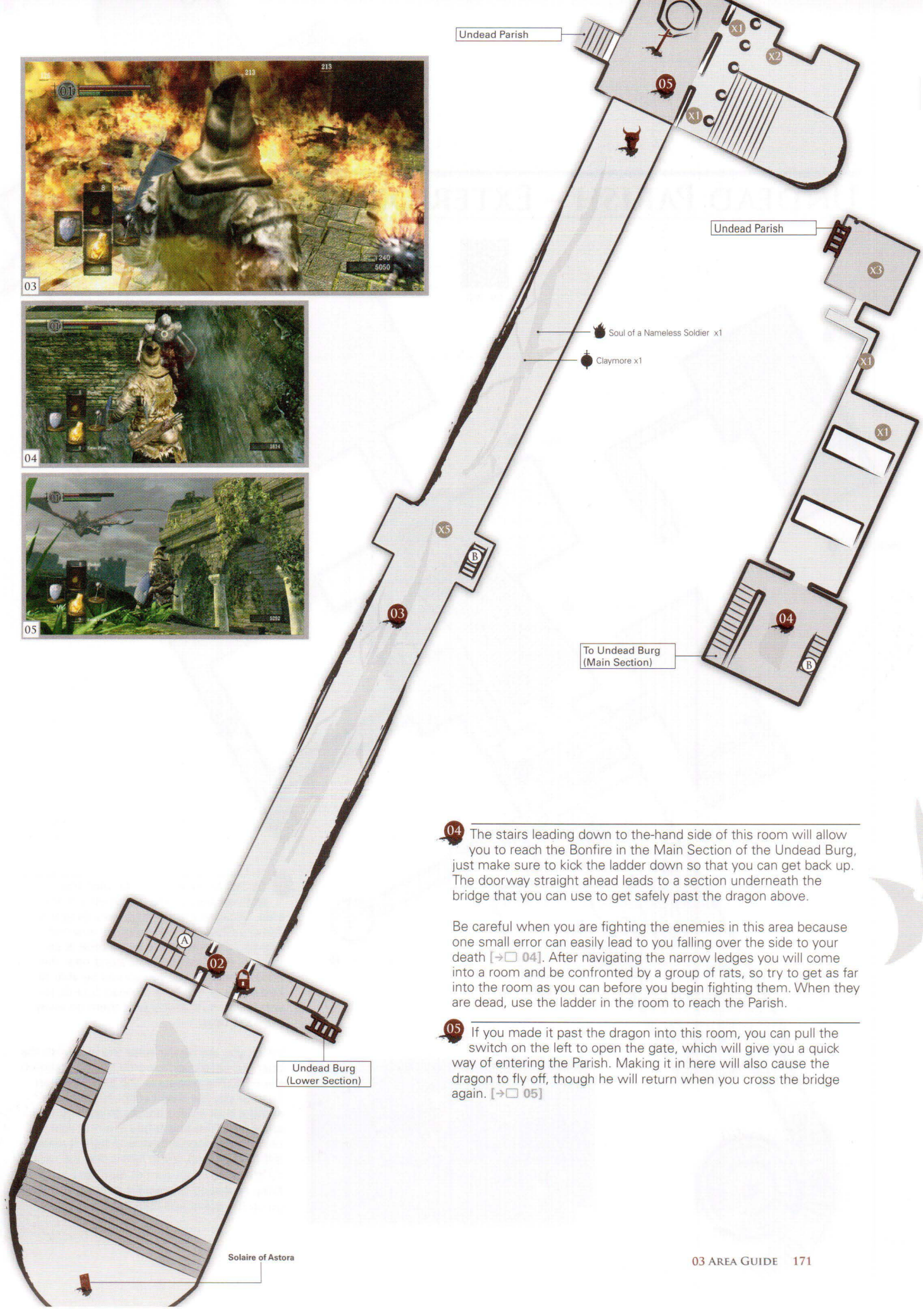


Enemies

- **Standard**
  - Armored Zombie (Sword)
  - Armored Zombie (Crossbow)
  - Undead Soldier (Spear)
  - Undead Soldier (Sword)
  - Undead Rat
- **Boss**
  - Taurus Demon
  - Hellkite Dragon

Important Items

- Claymore



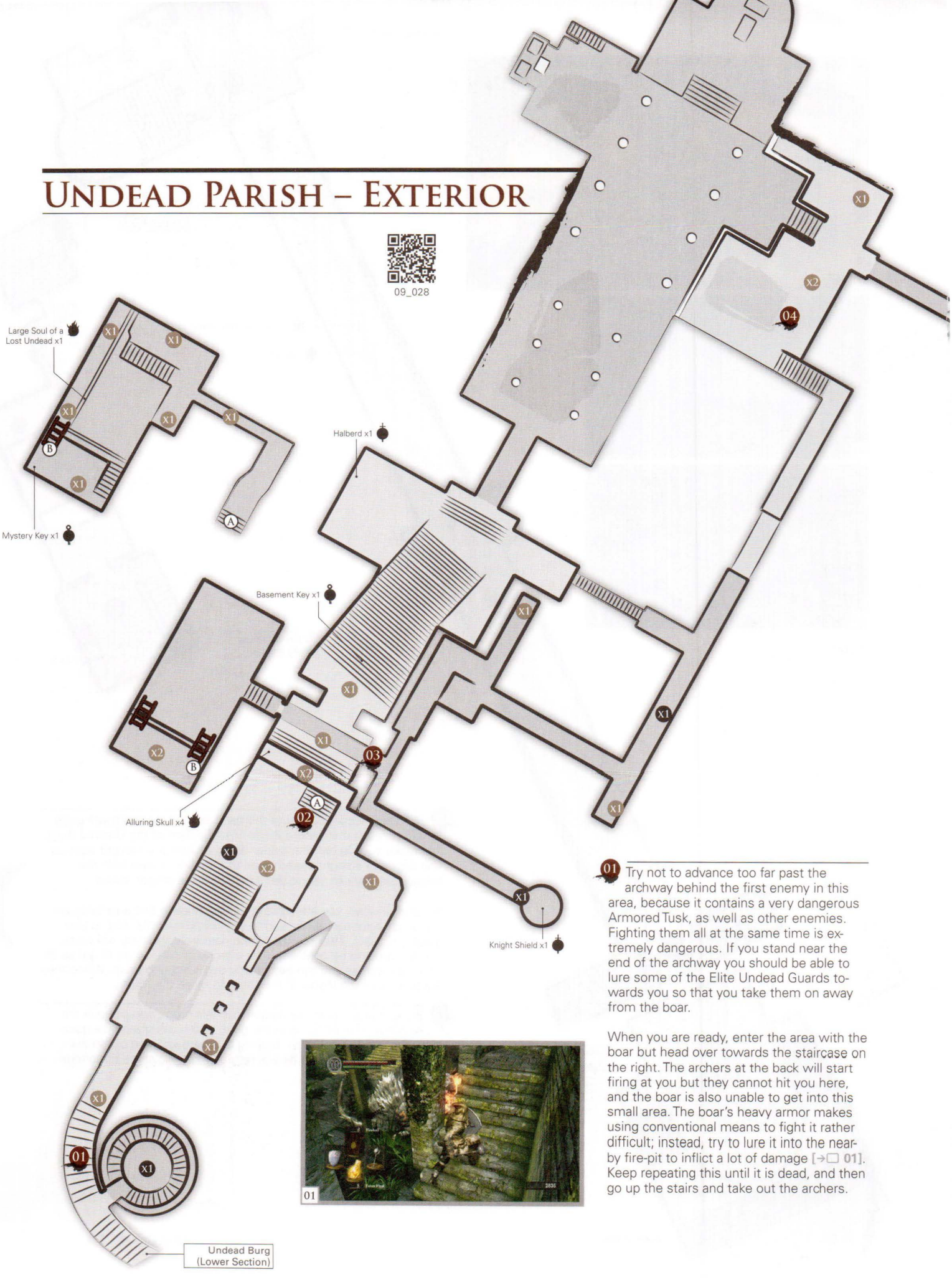
04 The stairs leading down to the-hand side of this room will allow you to reach the Bonfire in the Main Section of the Undead Burg, just make sure to kick the ladder down so that you can get back up. The doorway straight ahead leads to a section underneath the bridge that you can use to get safely past the dragon above.

Be careful when you are fighting the enemies in this area because one small error can easily lead to you falling over the side to your death [→☐ 04]. After navigating the narrow ledges you will come into a room and be confronted by a group of rats, so try to get as far into the room as you can before you begin fighting them. When they are dead, use the ladder in the room to reach the Parish.

05 If you made it past the dragon into this room, you can pull the switch on the left to open the gate, which will give you a quick way of entering the Parish. Making it in here will also cause the dragon to fly off, though he will return when you cross the bridge again. [→☐ 05]

Undead Parish – Exterior

09_028

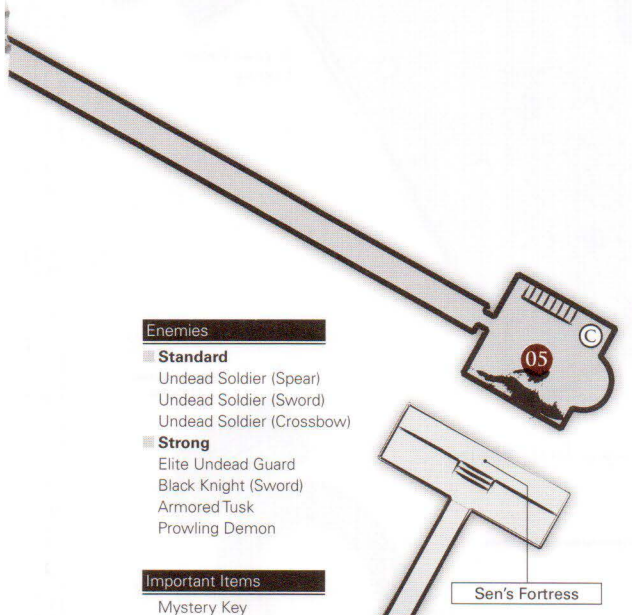


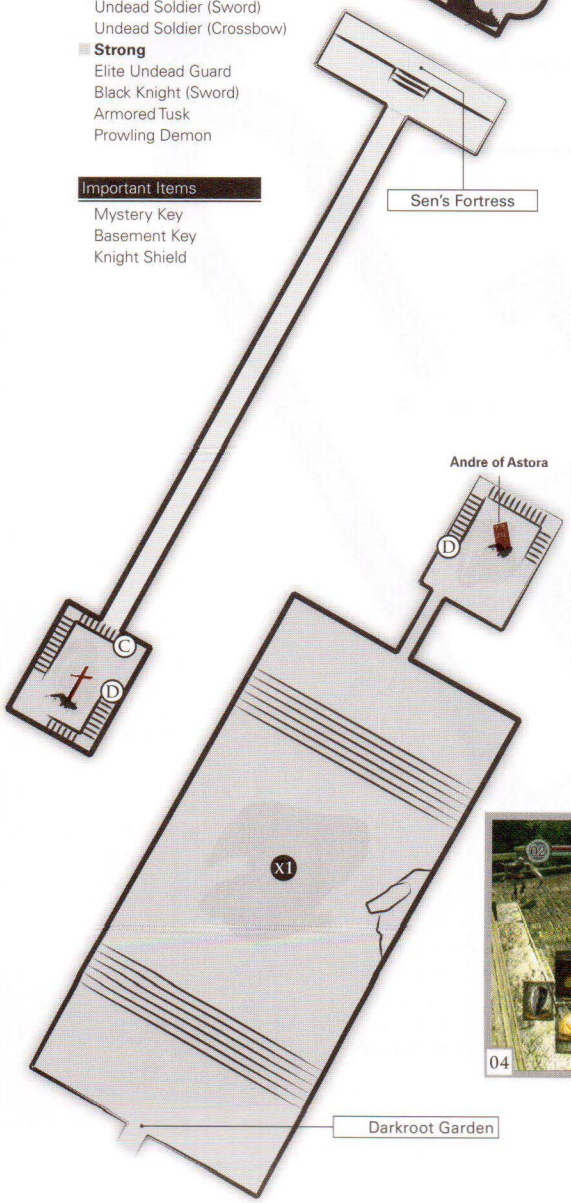
01 Try not to advance too far past the archway behind the first enemy in this area, because it contains a very dangerous Armored Tusk, as well as other enemies. Fighting them all at the same time is extremely dangerous. If you stand near the end of the archway you should be able to lure some of the Elite Undead Guards towards you so that you take them on away from the boar.

When you are ready, enter the area with the boar but head over towards the staircase on the right. The archers at the back will start firing at you but they cannot hit you here, and the boar is also unable to get into this small area. The boar's heavy armor makes using conventional means to fight it rather difficult; instead, try to lure it into the nearby fire-pit to inflict a lot of damage [→☐ 01]. Keep repeating this until it is dead, and then go up the stairs and take out the archers.


02


03





02 The path ahead is blocked by a large gate so you will need to find an alternate means of reaching the church. Go down these stairs into the tunnels below the street and fight your way past the initial group of Zombies until you reach the top of the stairs. Go to the small alcove down a small set of stairs at the opposite side of this area to find a corpse with the Mystery Key on it; this will come in handy shortly. [→☐ 02]

Use the nearby ladder to reach the platform above the alcove, and after taking out the two Zombies there, walk out across the narrow beam to collect the item from another corpse. Use the ladder on the platform afterwards to climb up again to the floor above, and then go through the exit on the right of the area to get back outside.

03 The narrow corridors in this area make dealing with the enemy difficult, because it is highly unlikely that you will be able to get to their backs. Most of the enemies also have shields and are very defensive, so try to keep your progress slow and steady, only taking them on one at a time. The path to the right is a dead end, but it does lead to a good shield once you get past the Elite Undead Guard. [→☐ 03]

The path to the left is your route to the church, but be especially careful when you come out into the long corridor where there are two enemies, because they can easily catch you in a pincer maneuver if you rush in. The left turn out of this corridor takes you to the front of the church, which is the best place to enter from. If you double back down the large set of stairs you can flip a switch to open the gate that was blocking you earlier, and also pick up the Basement Key, which you need to enter the Depths.

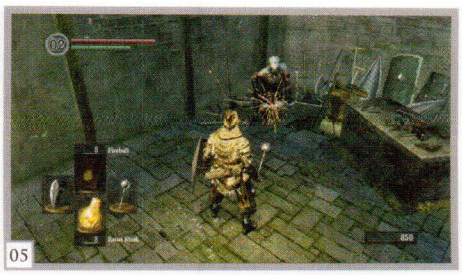
04 If you carry straight along and across the makeshift bridge you will come to this area beside the church. The archer at the back makes dealing with the other two enemies out in the open difficult, so try and lure them close to the wall of the church so that you are out of his line of fire. [→☐ 04]

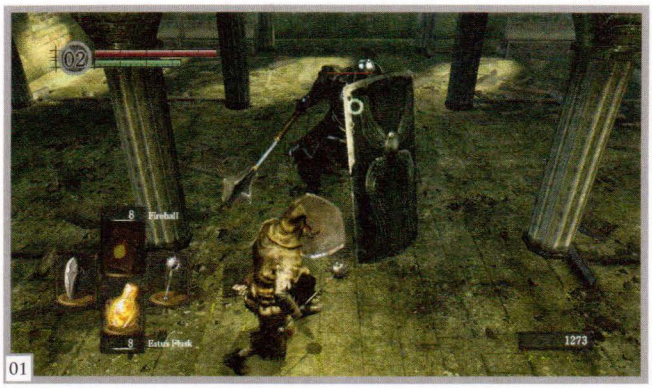
If you enter the church from here you will be very close to the Heavy Knight inside, and the Channeler on the upper floor of the church will also be able to hit you. If you choose to fight the Heavy Knight from here, try to lure him outside so that the Channeler cannot hit you.

05 If you cross the long pathway leading away from the church you can reach this small building, which contains some very useful features. If you descend one floor you will reach a bonfire, which you may well need at this point. Descend another floor and you will come to the first blacksmith. [→☐ 05]

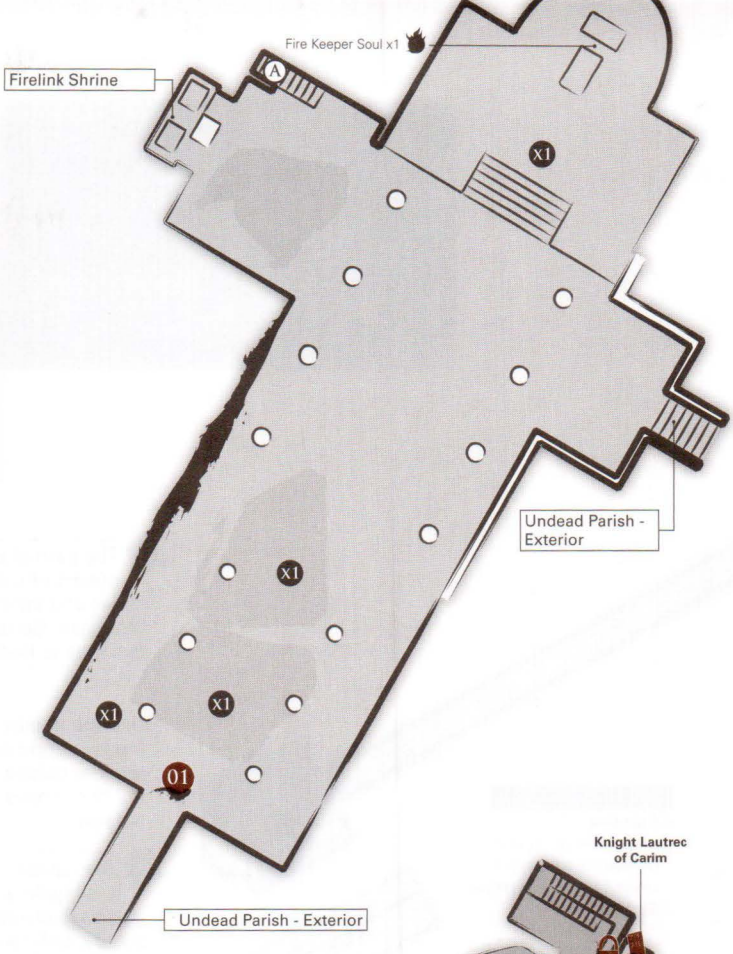
It is highly recommended that you reinforce your equipment as much as possible before progressing, because there are difficult battles ahead. The stairs near the blacksmith lead down to another entrance to the Darkroot Garden, this time guarded by a Prowling Demon; as before, it is best not to head down there just yet.


04


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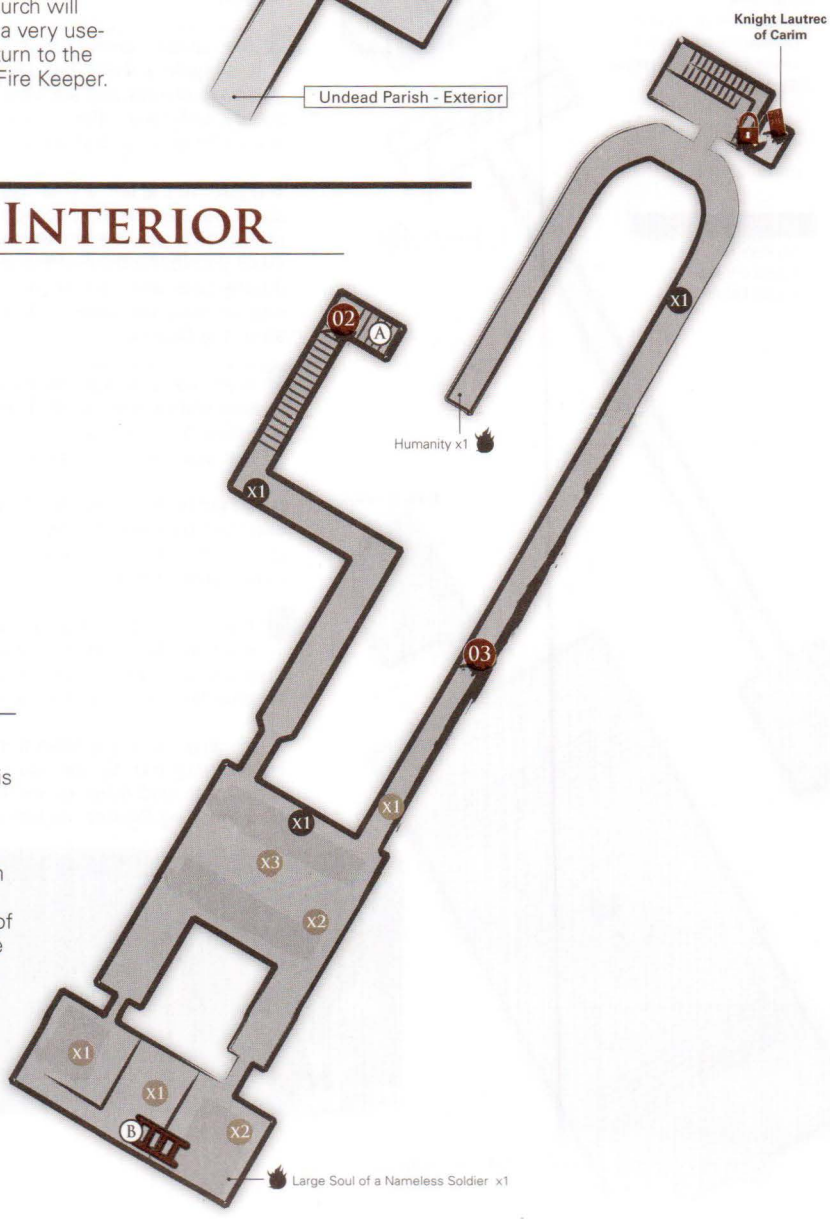
01



01 The main entrance to the church is heavily guarded by a group of Elite Undead Knights, but if you approach the entrance slowly, you can lure them out one at a time to make things easier. At the back of the area you can also see a Heavy Knight standing guard, and similarly, you should try to lure him down towards the entrance so that the Channeler on the floor above cannot fire down at you. [→☐ 01]

There is a boss fight coming, so try to conserve as many of your supplies as possible by sticking to normal attacks on these enemies. Behind the Heavy Knight is a very valuable Fire Keeper Soul, needed for Reinforcing your Estus Flask, so clearing out the area is more than worth it. The elevator system on the left of the church will take you back down to the Firelink Shrine, opening up a very useful shortcut back to this area. This is a good time to return to the Firelink Shrine and upgrade your Estus Flask with the Fire Keeper. [→☐ 02]

Undead Parish – Interior



Enemies

- **Standard**
  - Zombie (Torch)
  - Zombie (Sword)
- **Strong**
  - Elite Undead Guard (Thrusting Sword and Buckler)
  - Elite Undead Guard (Long Sword and Shield)
  - Heavy Knight (Mace)
  - Channeler
- **Boss**
  - Twin Bell Gargoyles

Important Items

Fire Keeper Soul

02 Use the stairs near the elevator to reach the upper floor of the church, but try to stay in these narrow corridors at first. The Channeler on this floor will use his powers to increase the aggressiveness of the large number of Zombies on this floor, and they will all start coming towards you. If you have any Firebombs, you can use them to take out multiple Zombies at a time in the corridors; if not, keep moving back and take them on one at a time [→☐ 03]. Once the Zombies are out of the way, you can deal with the Channeler; he has quite low health so should not be a problem.

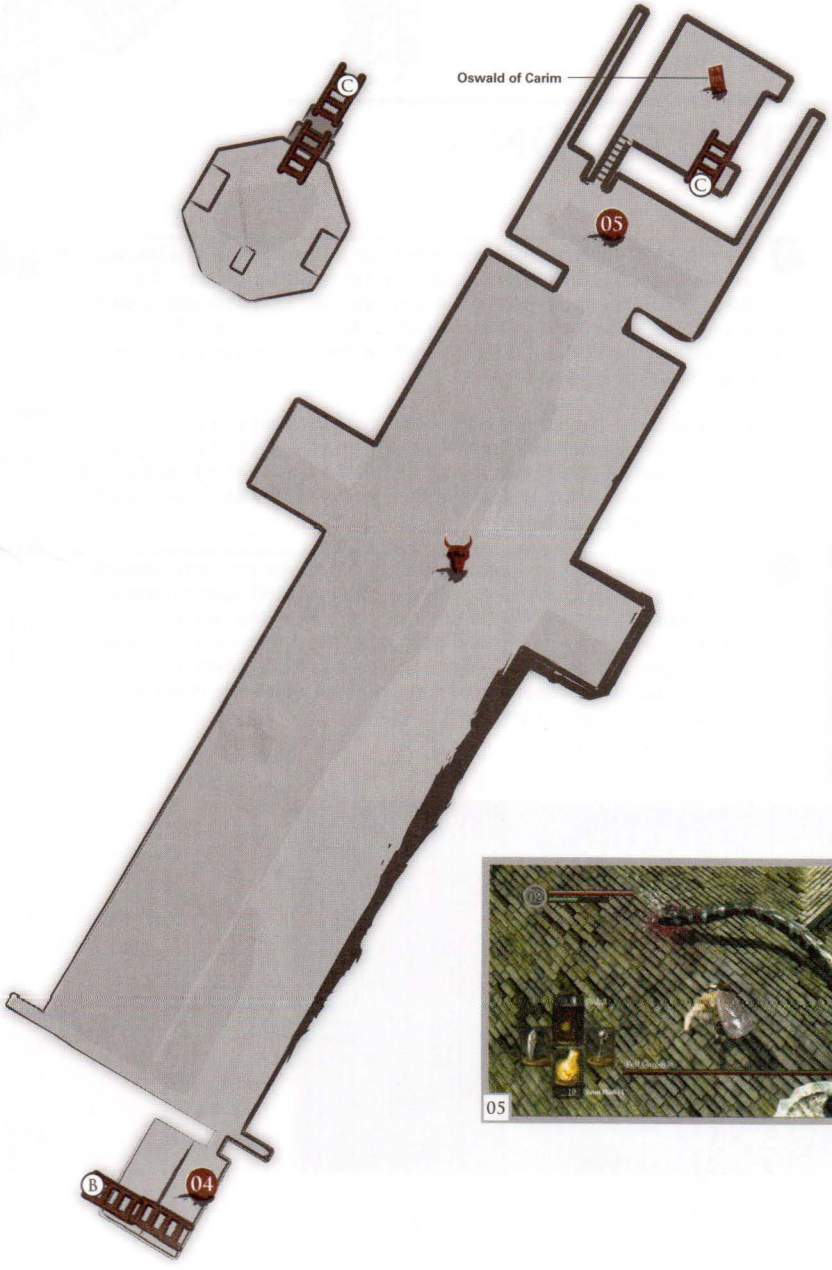
03 If you follow the long corridor leading back across the other side of the church you will come across a corpse in a barrel that you can break for an item. On your way back you will see some wooden boards on the left that you can actually break through to reveal a hidden area; follow the path around in that area and use the Mystery Key to free Knight Lautrec from his cell [→☐ 04]. He will then meet you back at the Firelink Shrine. He'll reward you when you get there. When you have finished here, head back down the long corridor towards the two small rooms ahead. The room on the left contains a useful item, so grab that first and then go into the other room and use the ladder to climb to the roof of the church.


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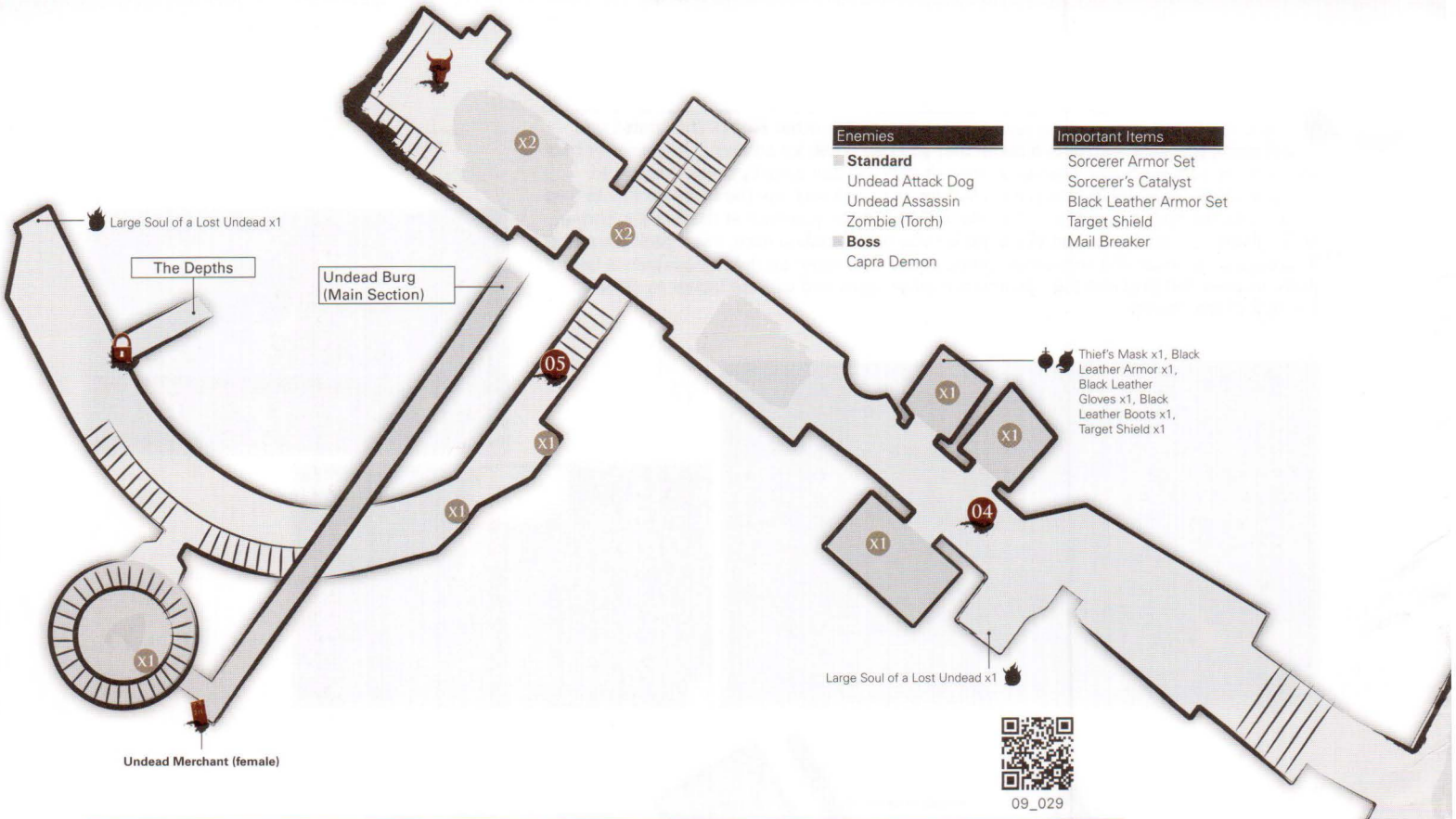


04 If you are not Hollowed, and spoke to Solaire of Astora earlier on, there will be a summon sign here that lets you call on him to assist you; his help will be needed in the upcoming battle [→☐ 05]. When you are ready, step through the fog to begin the fight. At first you will only fight one Gargoyle, but as the fight progresses a second will join in. Try to use the pitch of the roof to your advantage, as it can help with avoiding their attacks, and try to cut the tail off one of them because it will give you a very powerful weapon.

05 Once you have vanquished the Gargoyles, cross the roof and enter the church spire; then use the series of ladders to reach the platform at the top. There are no enemies in this area so you can move freely. Once at the top, pull the switch to ring the first bell, and you will have reached the halfway point of your current goal. When the scene is over, head back down to the bottom of the spire to encounter Oswald of Carim. When your conversation is over, go back through the Parish to the other side of the bridge, where you encountered Hellkite, and use the Basement key to go down to the Lower Section of the Undead Burg. [→☐ 06]


05


06



Undead Burg – Lower Section

01 The first thing you should do upon entering this area is go up the stairs to the right and unlock the gate at the top. This will open a shortcut back to the Main Section of the Undead Burg. Return to this point once the gate has been open, and then, very slowly, start descending the stairs ahead. There are a number of Undead Attack Dogs in the area below. They are extremely agile with attacks that are hard to judge. To limit their movement options, try to take them on one at a time while on the stairs. [→☐ 01]

02 There is a locked door near here, which can be opened using a key you can buy for 1000 souls from the merchant in the Main Section of the Undead Burg. In the room behind the door you will find some useful items, along with the NPC Griggs of Vinheim who, after you have talked to him, will relocate to the Firelink Shrine and will be able to teach you a number of Magic spells. [→☐ 02]

If you continue up the path past the door you will come to a small area containing a large number of torch-bearing Zombies. If you take care of them all you will be able to loot the item from the corpse at the back of the area, but be careful not to get surrounded, as even they can finish you off quickly, given half a chance.

03 While this area may seem initially safe, as you make your way forward, a number of doors on either side of the area will burst open to reveal hidden Undead Assassins. These enemies parry a lot and can throw daggers from long range, so retreat a bit round the corner to cut off their throwing angles and engage them one at a time [→☐ 03]. Some of the rooms the assassins emerged from contain items, so always make sure you check them before continuing.


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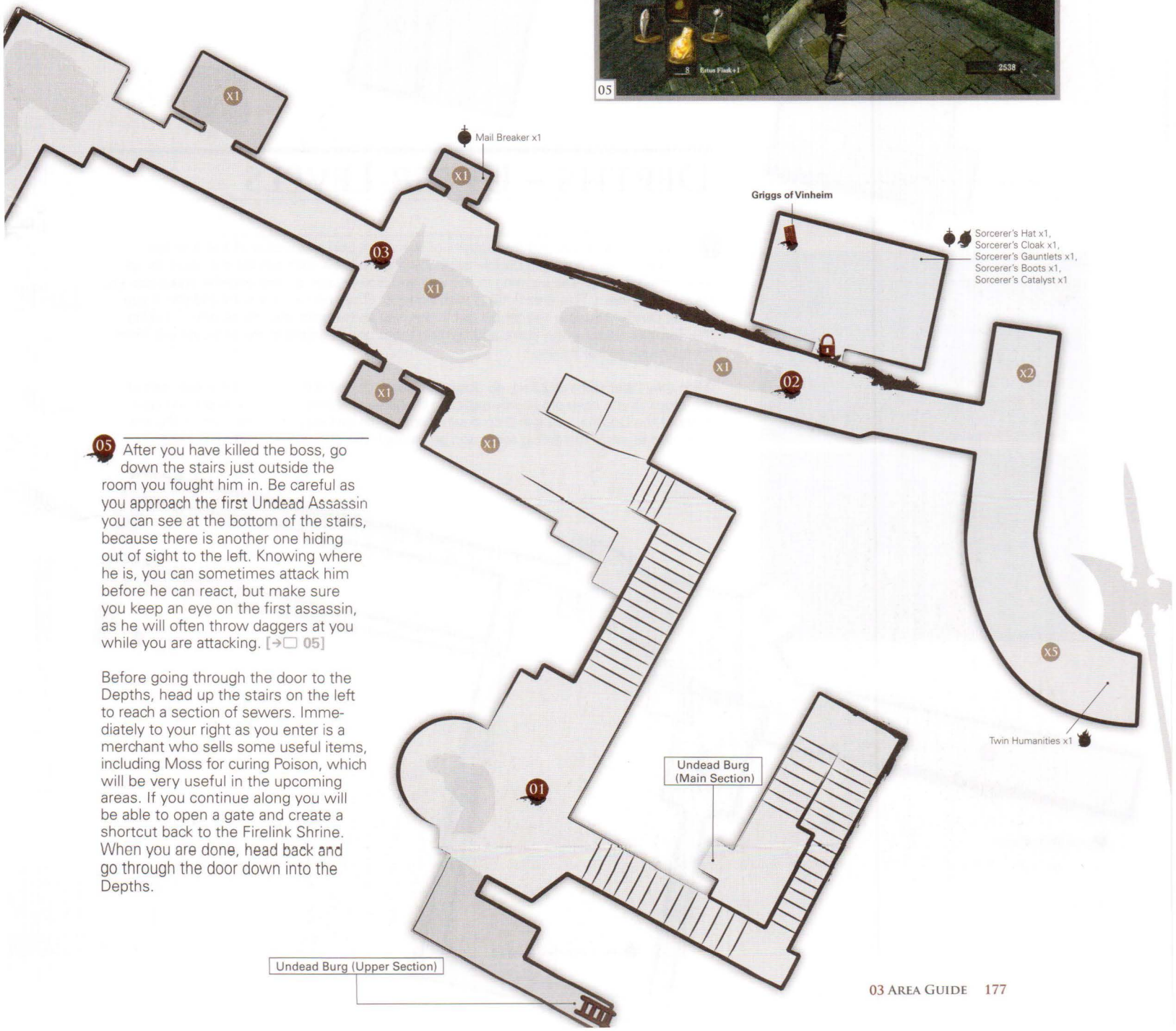
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04 As with the previous area, as you are approaching this group of rooms, the doors will burst open and you will have to defeat another group of Undead Assassins. Once they have been dispatched, go into the small alcove on the right and break the barrel to free the corpse in order to get the item from it [→☐ 04]. Continue forward through the area and use the pillars on either side to help you fend off the two Undead Attack Dogs.

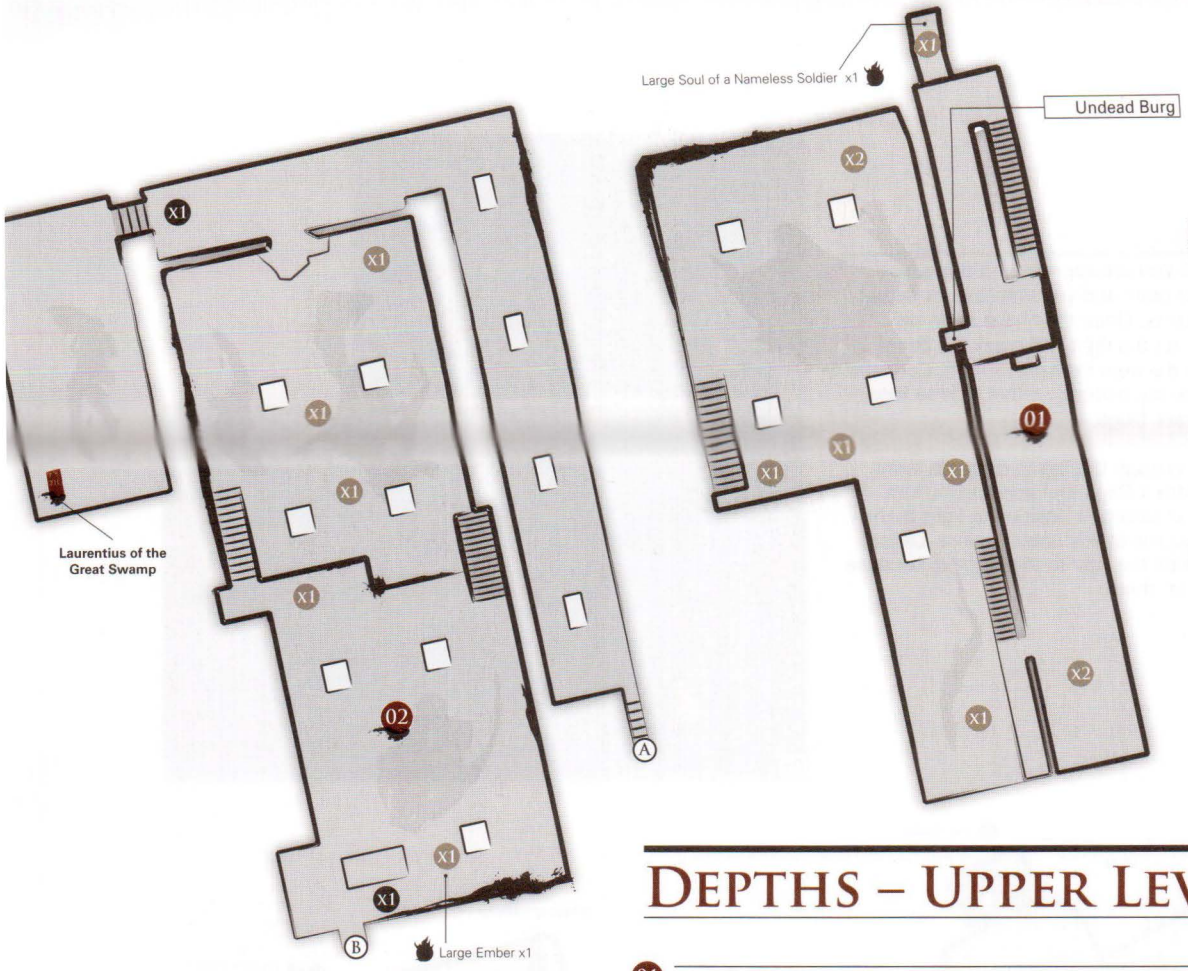
When they have been killed, go through the fog to do battle with the Capra Demon and the two Attack Dogs that accompany him. The staircase on the left makes an excellent position to fight them from, because it forces them to come at you one at a time. Defeating this boss is a necessary step on the way to the Depths, because he holds the key you need to enter them.





05 After you have killed the boss, go down the stairs just outside the room you fought him in. Be careful as you approach the first Undead Assassin you can see at the bottom of the stairs, because there is another one hiding out of sight to the left. Knowing where he is, you can sometimes attack him before he can react, but make sure you keep an eye on the first assassin, as he will often throw daggers at you while you are attacking. [→☐ 05]

Before going through the door to the Depths, head up the stairs on the left to reach a section of sewers. Immediately to your right as you enter is a merchant who sells some useful items, including Moss for curing Poison, which will be very useful in the upcoming areas. If you continue along you will be able to open a gate and create a shortcut back to the Firelink Shrine. When you are done, head back and go through the door down into the Depths.



Enemies

- **Standard**
  - Undead Rat
  - Slime
  - Zombie (Sword)
  - Zombie (Torch)
  - Undead Attack Dog
  - Undead Rat (Small)
  - Undead Rat (Large)
- **Strong**
  - Butcher
  - Giant Undead Rat
  - Channeler

Important Items

- Spider Shield
- Large Ember
- Greataxe

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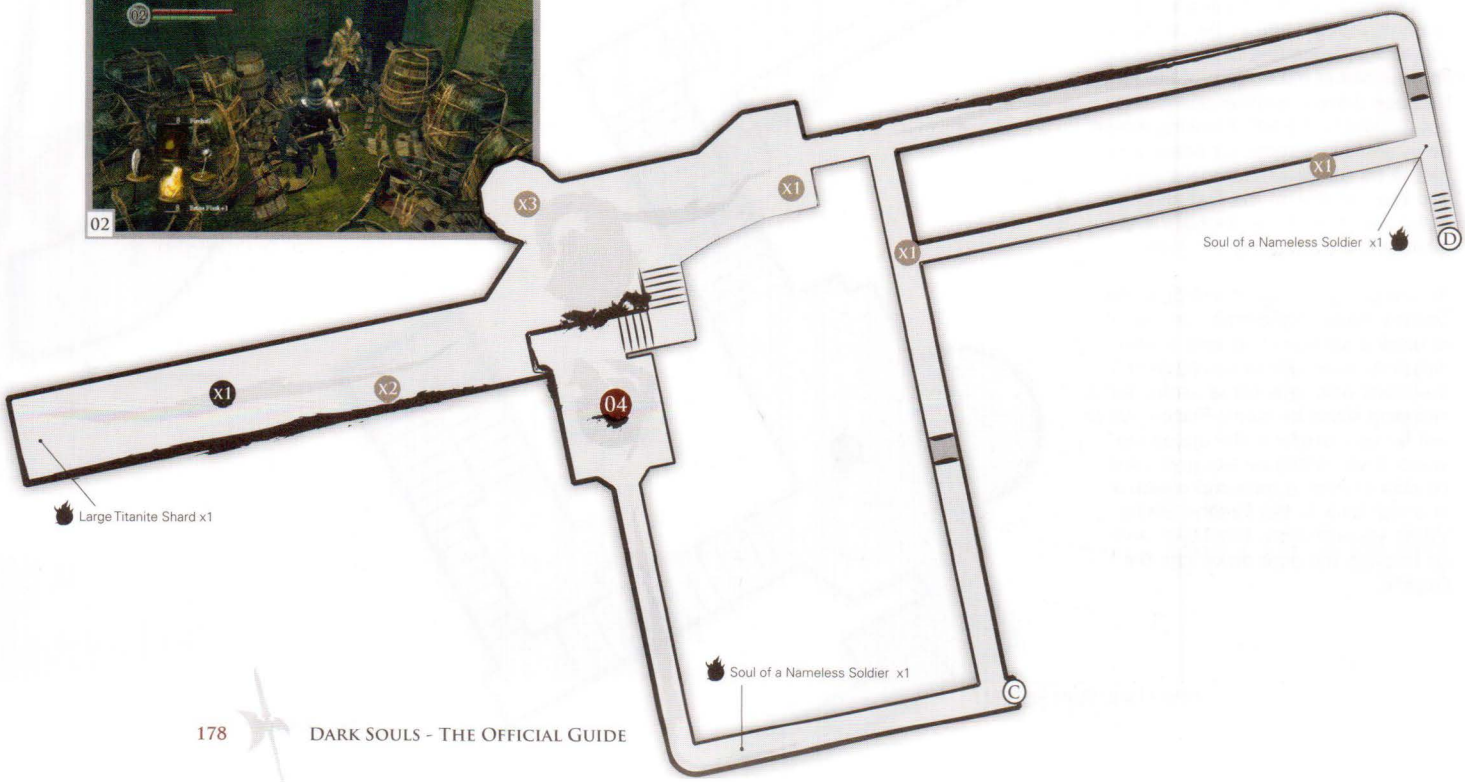
Depths – Upper Levels





01 Once you have reached the bottom of the stairs and taken care of the first few Zombies, make sure you double back down the narrow path beside the stairs for an item. Head through the opening in the wall and slowly start to descend the stairs into the large dining room. This area is filled with Zombies. They can quickly surround you if you are not careful because the tables get in the way and restrict your movements. Luring the Zombies back up the stairs and fighting them one at a time in the archway will make things much easier for you.

After they have all been killed, go down the stairs on the left to reach the lower part of the room. If you have previously explored that area and simply want to reach the later parts of the Depths, you can drop down through the archway at the bottom of the stairs you used to enter the dining room and go through the door underneath. [→□ 01]



02 As soon as you start going down the stairs to this area, an Undead Attack Dog will leap at you, so make sure you are blocking as you move. The Attack Dog and Butcher at the back of the room will not move if you do not get close to them, but they are guarding a treasure chest with a very valuable item inside. Behind the Butcher there is a waste chute that you can fall down and use as a shortcut to reach the area where the Giant Rat is. When ready, descend into the flooded area, where you will encounter more Attack Dogs. Fighting them in the water with reduced movement speed is extremely difficult, so lure them back up the stairs where your footing is more secure.

Climb the rubble at the end and go into the room on the left, where you will find Laurentius trapped in a barrel. Use a Roll to break him free so that you can talk to him [→☐ 02]. When you are done, head back along the corridor. A short way along it, another Butcher will jump down behind you, so take care of him and then continue along to the door and go down.



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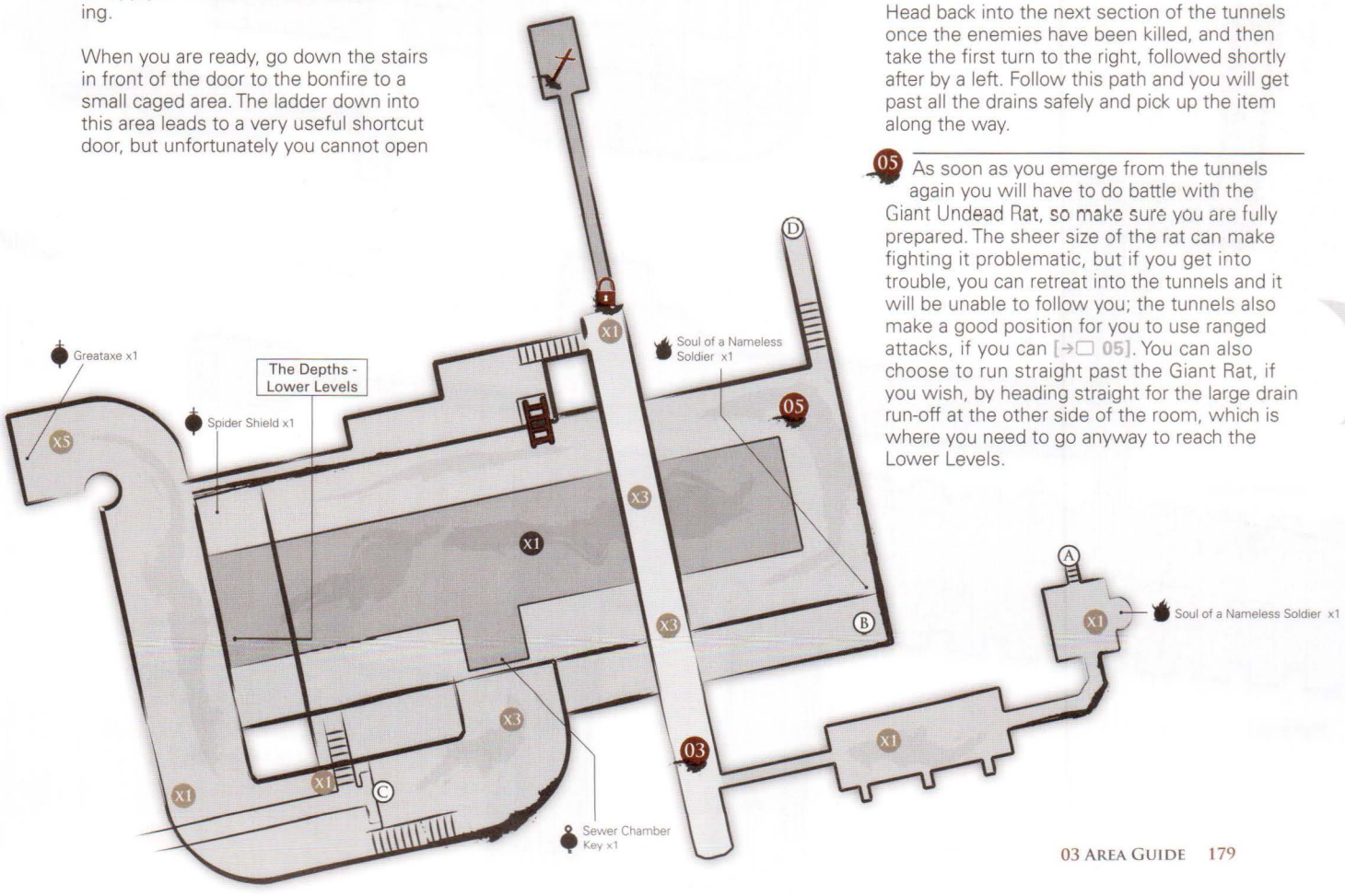
03 There are a large number of Slimes on the ceiling throughout this area, so make sure you check above you as you advance so that one does not drop onto you. To reach the bonfire at the end of the long tunnel you will need to unlock the door in front of it with the Sewer Chamber Key or the Master Key, so if you are able, do not hesitate to resupply at the bonfire before continuing.

When you are ready, go down the stairs in front of the door to the bonfire to a small caged area. The ladder down into this area leads to a very useful shortcut door, but unfortunately you cannot open it from this side, so continue down the tunnel [→☐ 03]. The area to the right has a large number of rats guarding an item, so take them out if you want to collect it. Follow the path around to the left and descend the stairs when you come to them; dispatch the rats and pick up the Key if you need it, and then enter the tunnel to the side of the stairs to continue.

04 Be careful when moving along these narrow tunnels, because there are a number of drains that you can fall down, landing you in an area full of Basilisks. A well placed Roll will get you over the drains, but you are taking quite a risk attempting it. Follow the tunnel straight along until you come out into a large cavern. Be careful when fighting the group of rats here, because they will usually get buffed by the Channeler to the left. [→☐ 04]

Head back into the next section of the tunnels once the enemies have been killed, and then take the first turn to the right, followed shortly after by a left. Follow this path and you will get past all the drains safely and pick up the item along the way.

05 As soon as you emerge from the tunnels again you will have to do battle with the Giant Undead Rat, so make sure you are fully prepared. The sheer size of the rat can make fighting it problematic, but if you get into trouble, you can retreat into the tunnels and it will be unable to follow you; the tunnels also make a good position for you to use ranged attacks, if you can [→☐ 05]. You can also choose to run straight past the Giant Rat, if you wish, by heading straight for the large drain run-off at the other side of the room, which is where you need to go anyway to reach the Lower Levels.





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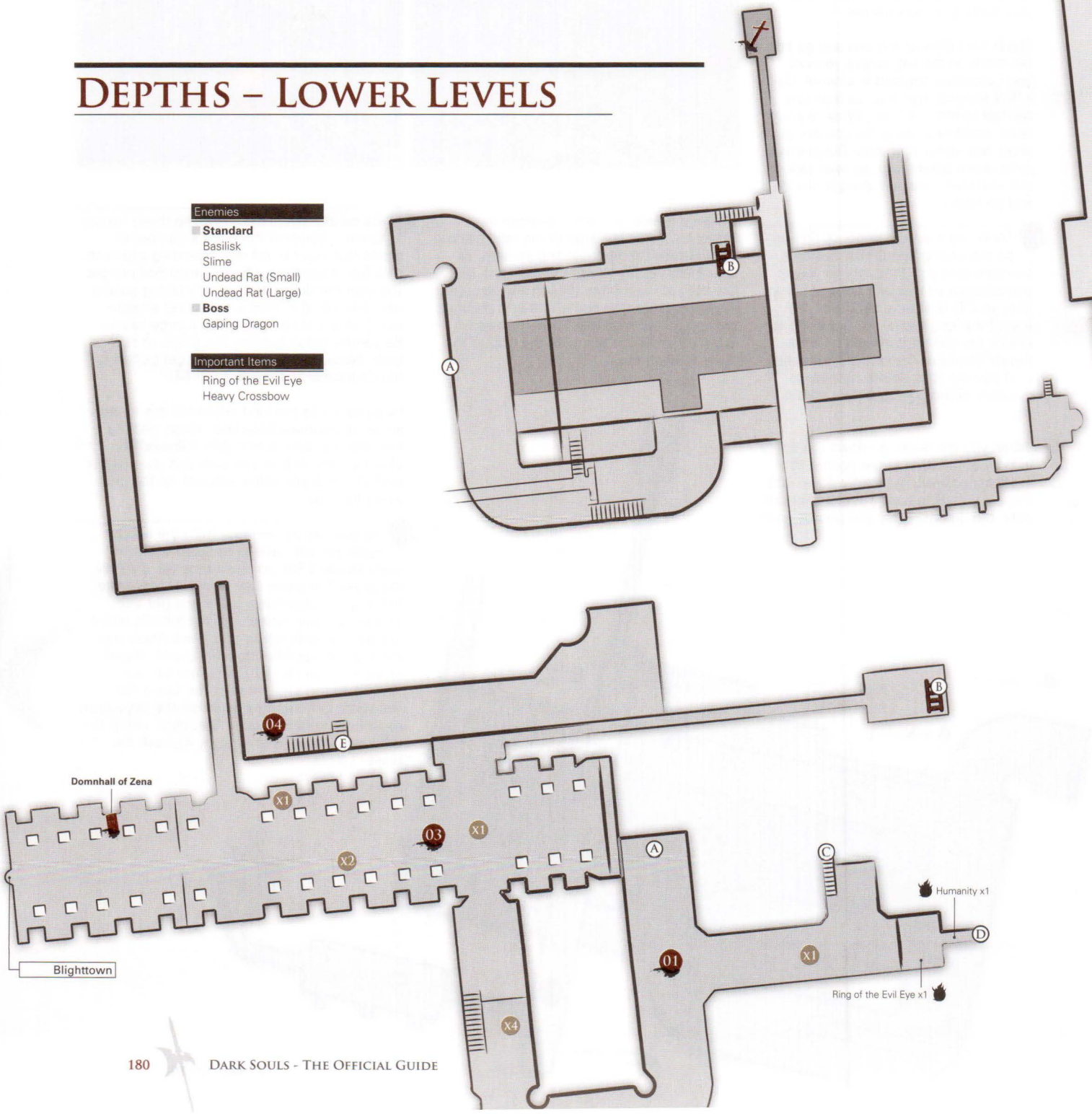
Depths – Lower Levels

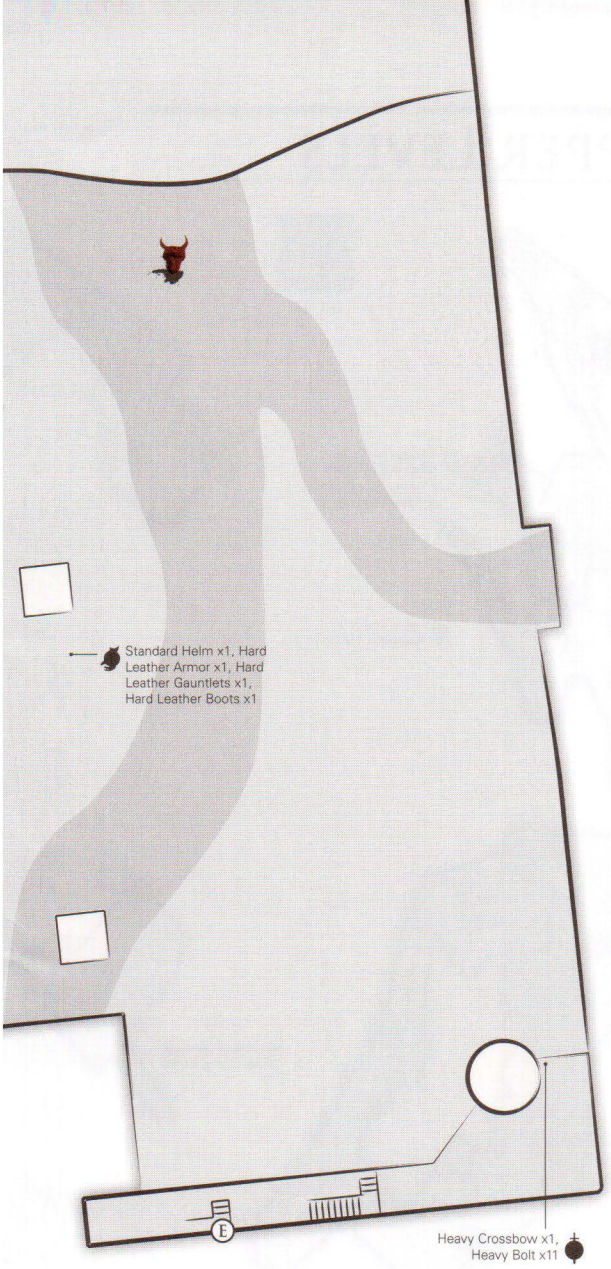
Enemies

- **Standard**
  - Basilisk
  - Slime
  - Undead Rat (Small)
  - Undead Rat (Large)
- **Boss**
  - Gaping Dragon

Important Items

- Ring of the Evil Eye
- Heavy Crossbow





01 After sliding down the drain run-off you'll find yourself in this tunnel offering a choice of two directions to travel in. The path to the left takes you to an area filled with Basilisks. If you fell down one of the drains earlier in the level and had to fight your way out, this is where you will end up. Your goal is down the tunnel straight ahead, but as you near the second turn, watch out for the large group of rats hiding around the corner. Running quickly past them, taking them on one at a time, can make this fight much easier and stop you from potentially getting pushed back towards the Basilisks if you failed to kill them. [→☐ 01]

02 If you avoided falling down any of the drains earlier in the game, this area is totally optional; if you do not want to risk being Cursed by the Basilisks, do not venture down here. That being said, there are some very useful items to be had in this area, including the Ring of the Evil Eye. If you do choose to come down here, always pay close attention to your level of Curse build-up, and do not hesitate to retreat if it starts getting too high.

The narrow passageway you have to travel through in this area is an excellent place to fight the Basilisks, as it prevents them from being able to surround you, which means you can always escape if you need to. Near the end of the area is an item on the other side of a drain. The only way to get it is to either jump or roll over the drain [→☐ 02]. Try to get this item after you have cleared out the area so that you do not drop down into a group of enemies.

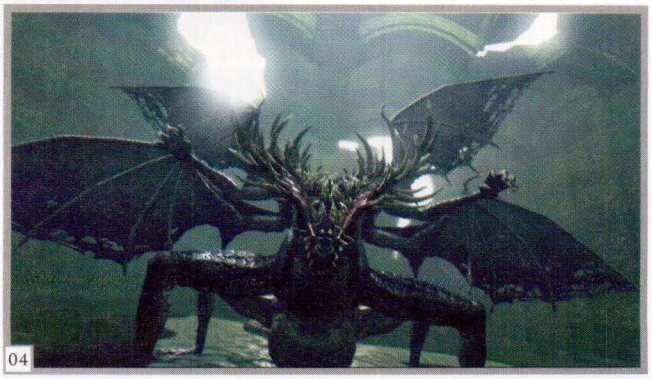
03 The Slimes in this area can be hard to see because of the water coloration, so make sure you check thoroughly as you advance. Directly ahead of you, when you enter this area, is a small alcove with a narrow staircase to the side; these stairs take you up to the door in the caged area above, and since you can open it from this side, it creates a useful shortcut back to the bonfire.

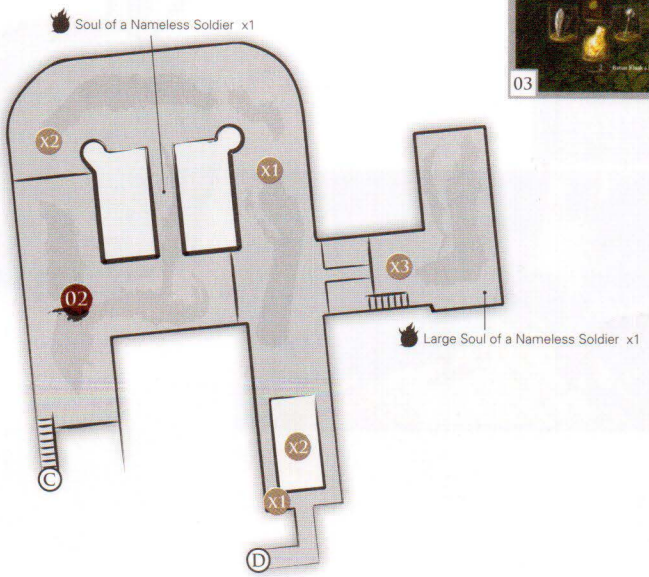
To the far left of this area is the door leading to Blighttown, but since you do not have the key, you cannot go down there just yet. Near the door you will also find another merchant selling some distinctly exotic items [→☐ 03]. When you are ready to continue, go up the narrow passageway just outside the area where the merchant is.

04 After exiting the passageway, turn right and then follow the area around until you come to a staircase. Descend it. There are no enemies in this area so you can explore freely, and on this lower level it is worth taking the time to go and pick up the Heavy Crossbow from the corner. Near the next set of stairs you have to go down you will also find more summon signs, depending on how you have been interacting with the NPCs.

Once you are fully prepared, descend the next set of stairs and go through the fog to do battle with the Gaping Dragon [→☐ 04]. Defeating the dragon will give you the key you need to open to the door to Blighttown, so once the key is in your possession, go all the way back to the door and go through it.


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04



Blighttown – Entrance & Upper Levels

01 Nearly every enemy in Blighttown can inflict either Poison or Toxin so, where possible, try to use Rolls to avoid attacks, rather than blocking to help keep the build-up of those statuses to a minimum. The Barbarians at the start can be especially lethal on the narrow walkways, so be especially careful when engaging them. The Blowdart Snipers in the area can nearly always attack you before you can pinpoint their location, so your best bet is to listen out for the sound of their darts.

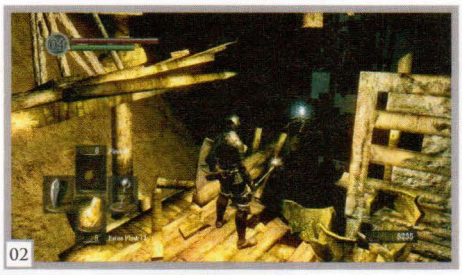
Towards the end of the entrance area on the left you will be able to see an item sitting on a small rooftop across a gap; this item is the very rare Iaito sword, and to get it you will need to jump across to the roof. From there you can drop to the level below quite safely. If you do not jump across for the sword but continue along this floor, you will be able to find a narrow ledge to the right of the ladder going down; if you roll down on to this ledge you can reach a small area containing a few items, including the Shadow Armor set. [→☐ 01]

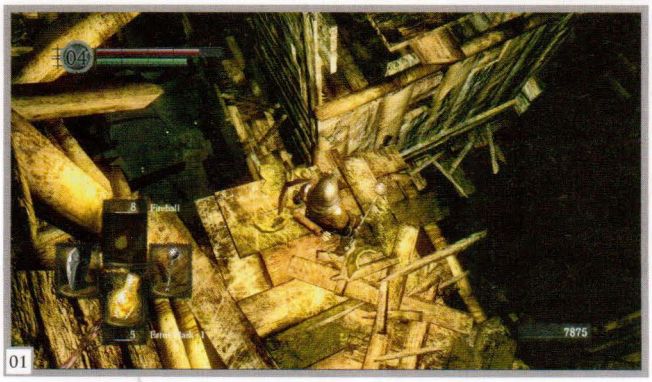
02 The first thing you should do upon reaching this floor is activate the bonfire nearby to ensure that you have a respawn point nearby in case you need it. Further to the left, past the bonfire, you will come to another ladder that leads down to a small dead-end set of platforms that contains some useful items [→☐ 02]. To continue descending the area properly you will need to go right, but be extremely careful when crossing the stone bridge area here because there is a Blowdart Sniper high up on a platform to the right who will start firing at you.

Try to lure the Attacks Dogs to you first, and then get out of the sniper's line of fire by dashing forward quickly and engaging the Ghouls from behind the wall. Continue towards the end of this platform, once it is clear, and take the ladder down to the floor below.

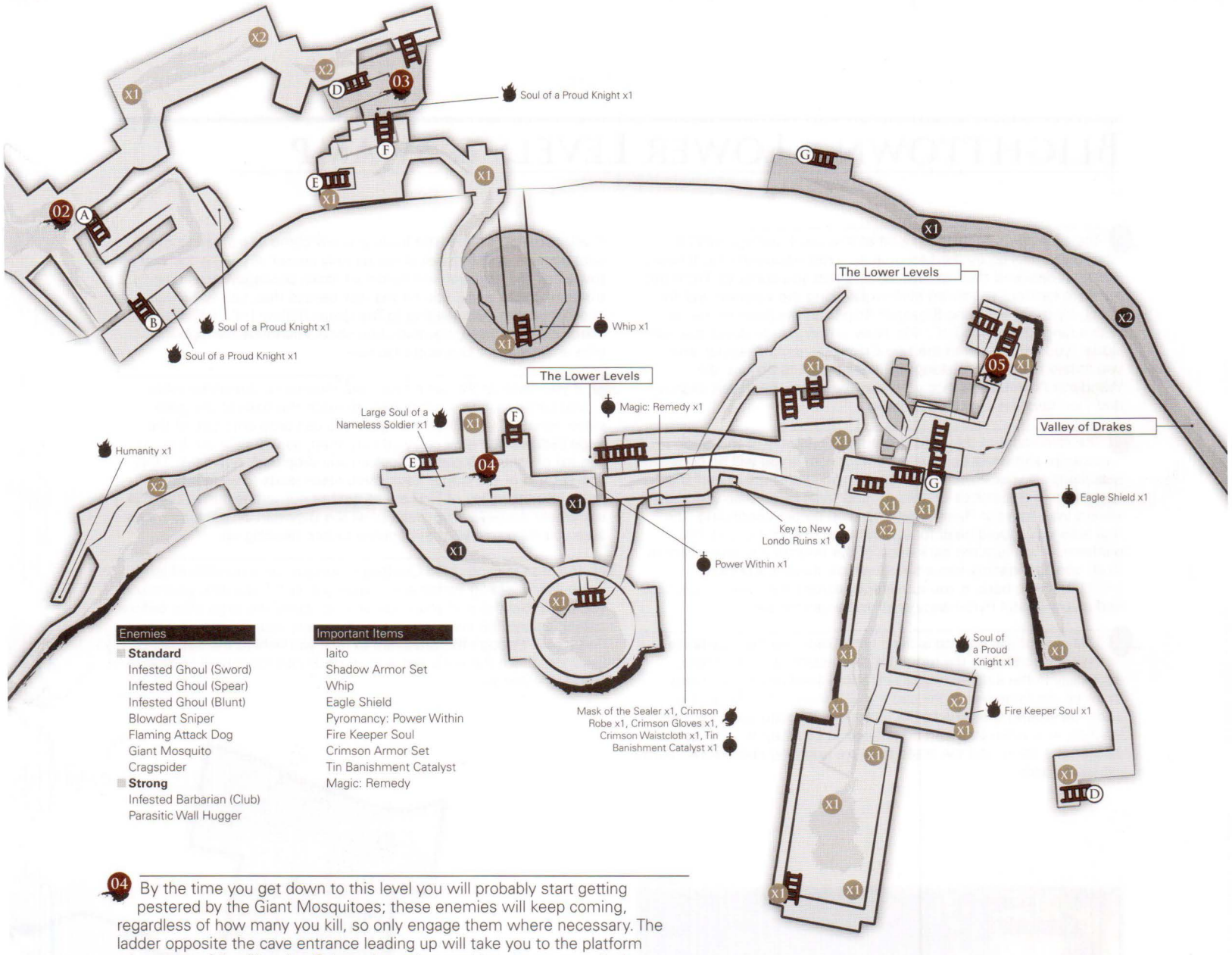
03 From this platform you should have a good vantage point from which to see the Parasitic Wall Hugger clinging to the wall below; for safety, if you have any kind of ranged combat option, it is well worth taking it out before continuing [→☐ 03]. To the right of this platform there is ladder, which will take you down to another dead-end area, where you will find the Eagle Shield; straight ahead is another ladder that will take you to the floor below.




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04 By the time you get down to this level you will probably start getting pestered by the Giant Mosquitoes; these enemies will keep coming, regardless of how many you kill, so only engage them where necessary. The ladder opposite the cave entrance leading up will take you to the platform where one of the Blowdart Snipers has taken position, so you can climb up there and take him out to make moving around easier.

To progress you will need to enter the cave, but do this extremely slowly, because both a Barbarian and Ghoul are near the entrance, and fighting both at the same time is extremely dangerous. Follow the cave along, after taking out the enemies, and climb down the ladder ahead of you. There is a slight shortcut you can take at this point by dropping down from this platform to the one below, where the Whip is located. From there you can drop down again to reach the Lower Levels. [→☐ 04]

05 If you used the water-wheel from below in the swamp, you will end up on a platform here. The platforms are even more densely packed than elsewhere in the area, and there are a large number of Blowdart Snipers, making it even more dangerous. The pay-off is that there are a large number of very valuable items in the area, more than worth going for. Go up the first ladder from the platform you start on, and then follow that platform all the way around and cross over the giant tree root. Blowdart Snipers will start firing at you at this time, so move quickly to the other side and continue straight on to reach the items. [→☐ 05]

Now you'll need to backtrack to where you first reached this platform and climb the ladder in that area to the platform above. Following this platform around will take you straight into a large tunnel that is filled with Blowdart Snipers and Attack Dogs; to make things easier, try to pick as many off as you can with ranged attacks before entering. Just before the entrance to the tunnel there is also another series of ladders going up, which will take you to a path leading out to the Valley of Drakes.


04


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Blighttown – Lower Levels & Swamp

01 The area starts to open up a bit at this point, but you will be getting attacked by the Mosquitoes more frequently. Go forward and then descend the first two ladders that you come to. From this platform look out to the left and, while using the wooden wall for cover, try to take out the Blowdart Sniper on the platform below with a ranged weapon [→□ 01]. Now, when you go down the next ladder, you can deal with the two Cragspiders much easier, and if you follow the platform along you will be able to acquire the Wanderer Armor Set. Once you have the items, backtrack slightly, and then take the next ladder down.

02 The remainder of this area is made up primarily of this thick swamp, and while you are in contact with it you will be constantly building up your Poison level. Try to plan your route ahead and sprint between patches of solid ground. When on these you should always wait for your Poison levels to drop before continuing. The first area you should head for is directly to the right of this final platform. If you hug the back edge of the swamp you should come to an opening leading into a tunnel where there is a bonfire [→□ 02]. From here, if you run directly across the swamp, you can find a very useful Pyromancy spell and an armor set.

03 This side of the swamp is filled with Giant Leeches. Because they are so low on the ground it can be difficult to hit them, especially in the swamp. Try to find some solid ground by luring them up the large tree trunk and fighting them from there. If you continue around this area to the left you will encounter a lot more leeches, and while they can be difficult to kill, they do drop some very useful items and the areas they are guarding also contain some valuable goods.

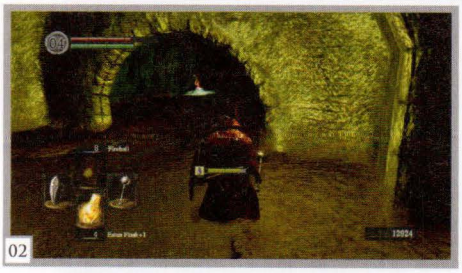
If you continue up the tree trunk you will come to a small alcove with an item in it, but that is not its only secret. If you hit the wall to the left of the item you will reveal a hidden passageway leading to a treasure chest, and if you hit the wall behind that, you will reveal yet another hidden path leading to The Great Hollow [→□ 03]. Before heading down there, however, you should continue through this area and clear out Quelaag's Domain.

04 If you head up the ramp here, and then climb the ladder when you come to it, you will be able to reach the base of the giant water-wheel. If you time it correctly you can drop onto one of the large paddles and let it carry you up, then, as you near the top, you can roll off onto the platform before you drop back down [→□ 04]. The section of the Upper Levels you reach leads to an alternate route into the Valley of Drakes, as well as numerous items, but it is extremely dangerous because of all the Blowdart Snipers, so make sure you have rested at the bonfire before heading up.

05 The area leading up to Quelaag's Domain has a number of large boulder-wielding Barbarians guarding it, but if you plan your route you can avoid them. If you circle around above the large pillar before cutting across the swamp towards the giant web mound, you can find a path through the branches to take you behind the Barbarians [→□ 05]. From there it's just a short dash into the tunnel leading to Quelaag's Domain.



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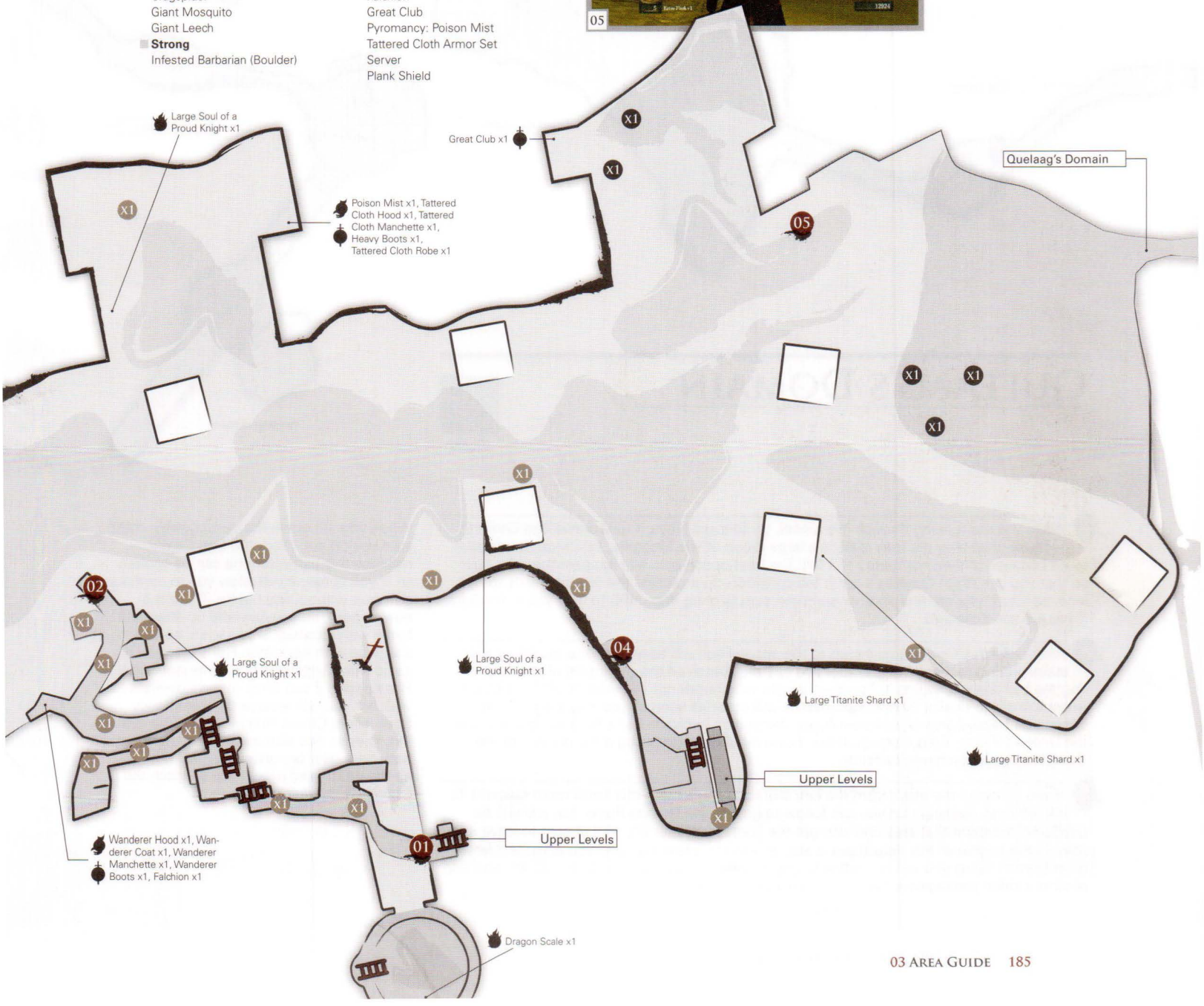
05

Enemies

- **Standard**
  - Cragspider
  - Giant Mosquito
  - Giant Leech
- **Strong**
  - Infested Barbarian (Boulder)

Important Items

- Wanderer Armor Set
- Falchion
- Great Club
- Pyromancy: Poison Mist
- Tattered Cloth Armor Set
- Server
- Plank Shield



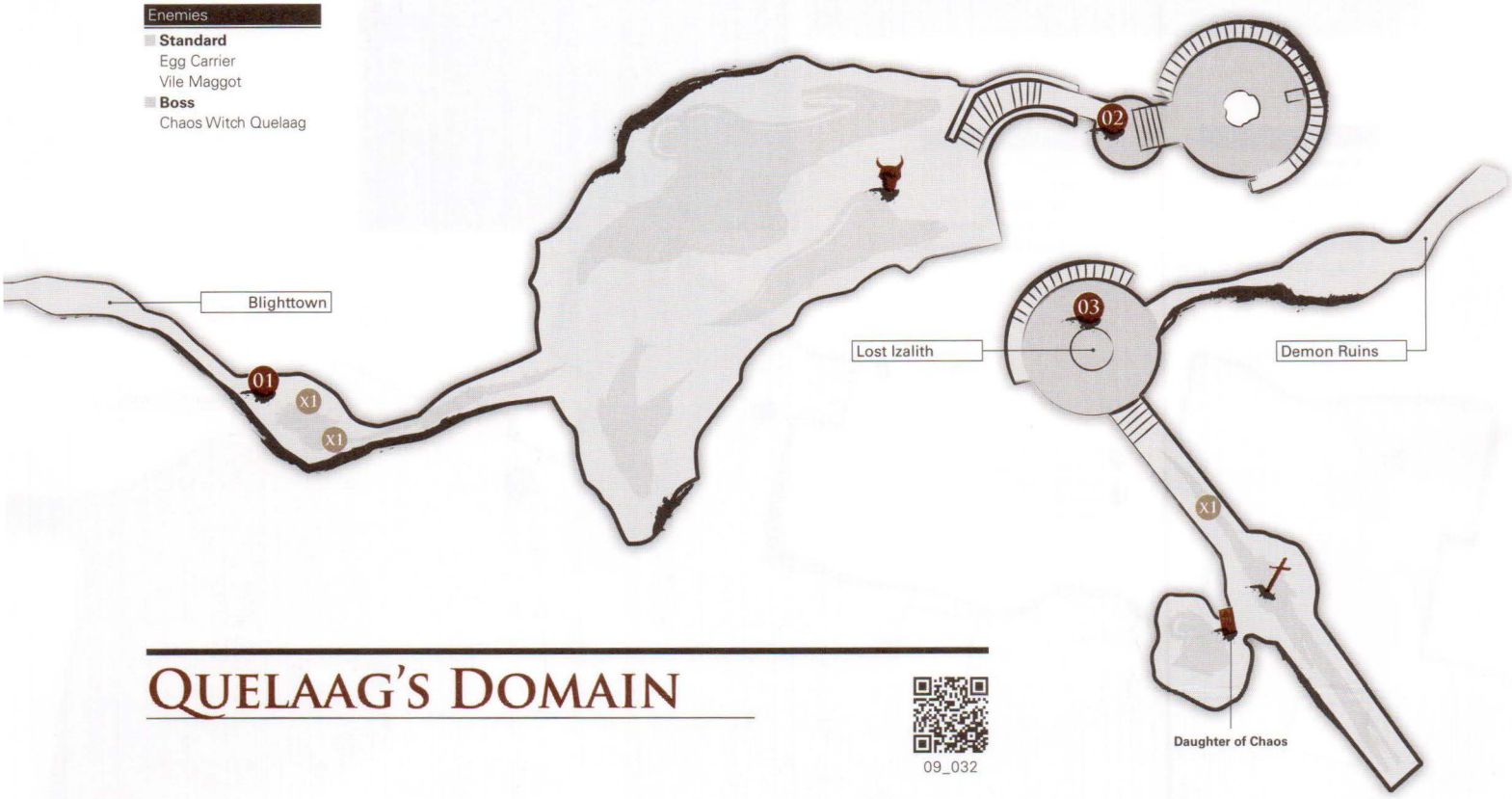


01



02

Enemies
- **Standard**
  - Egg Carrier
  - Vile Maggot
- **Boss**
  - Chaos Witch Quelaag



Quelaag's Domain

09_032

01 While you are running through the tunnel, try to avoid hitting these docile Egg Carriers, because once they die they release a large group of Vile Maggots, which can be difficult to kill because of their numbers [→☐ 01]. The best option is to just run past them for now so that you can reach Quelaag's lair in top condition. Just outside the fog that leads to her inner sanctum you will find another summon sign to bring in an NPC to help you in the fight, if you are not Hollowed.

02 After defeating Quelaag your path to the second bell will be a clear one, so follow the stairs around to the small chamber and pull the switch on the other side of the hole to ring the bell. Before ringing it, however, decide whether or not you want to let Lautrec kill Anastacia at the Firelink Shrine, because he will do so as soon as you ring the bell. The scene that follows shows your next major destination, which is Sen's Fortress located near the Undead Parish. Before you go there, however, it is worth taking a trip down into the Great Hollow, if you haven't already.

03 If you go down the stairs from the bell chamber, you'll reach this small room below it. To the left is an opening that you can follow to go into the Demon Ruins, but you will be unable to complete that area until you get the Lordvessel later on, so it is best to leave it for now. In the middle of this floor there is also an elevator plate, but until you activate it later on in Demon Ruins you will be unable to use it. Directly opposite the stairs you will also find another hidden passageway behind a breakable wall. [→☐ 02]

When you run down the passageway, make sure you do not attack the Egg Carrier, because this particular one can be spoken to. If you speak, it will allow you to continue onwards without any hassle. There is a bonfire here, so you can heal up after your battle with Quelaag, if you wish, before speaking with her sister. Her sister serves as both the originator of a Covenant and a Fire Keeper; if you enter into a Covenant with her you will receive the Pyromancy Spell: Great Chaos Fireball. Since she is a Fire Keeper, this also means you can warp back here later on, once you have that ability, which also allows you to reach the Demon Ruins quickly.

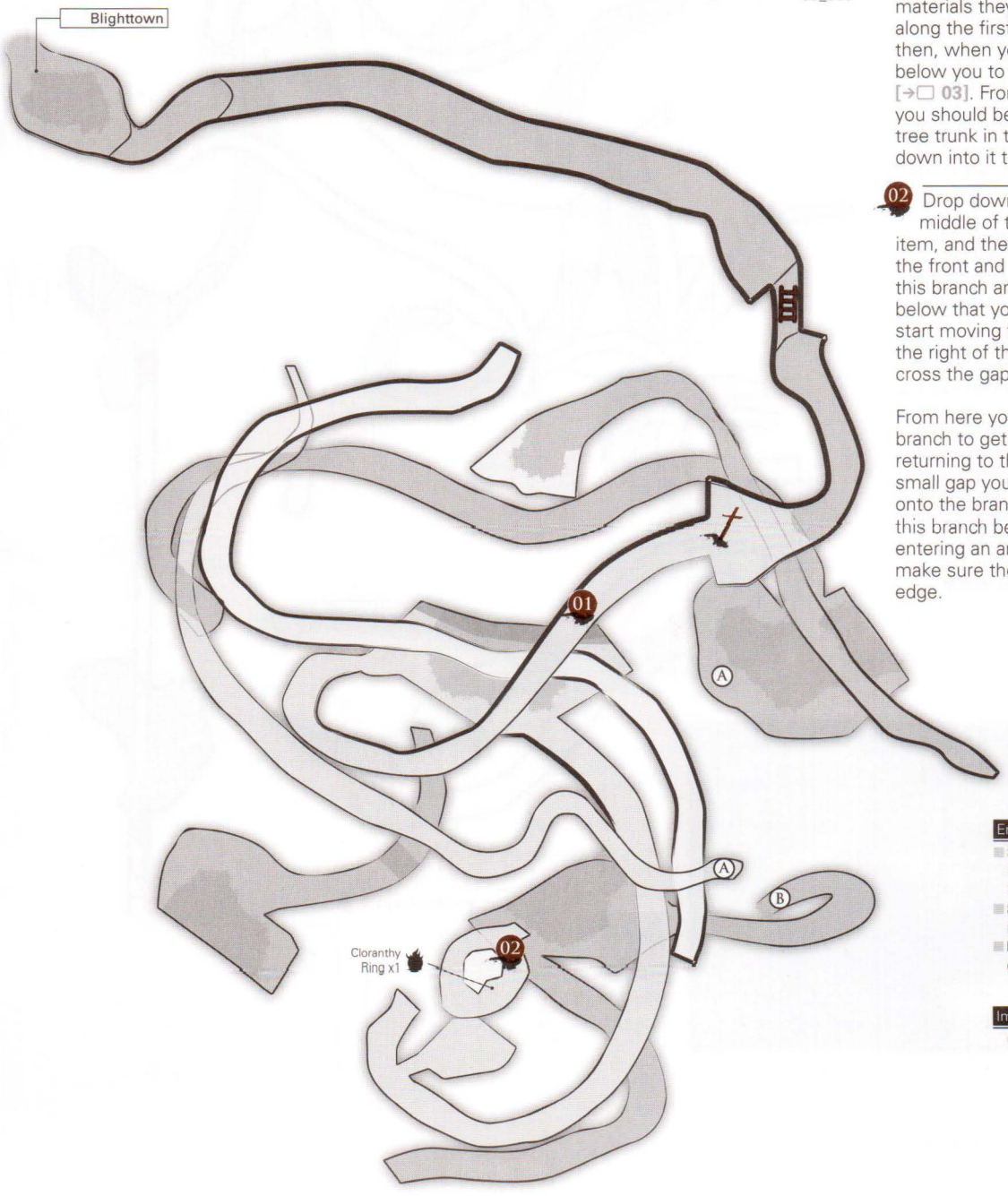


03


04

The Great Hollow

09_033



Enemies

- **Standard**
  - Basilisk
  - Mushroom Child
- **Strong**
  - Mushroom Parent
- **Rare**
  - Crystal Lizard

Important Items

- Cloranthy Ring

01 There are no real enemies in this first section of the tree, so your main focus should be on finding a safe route down without falling, while trying to collect as many of the items as you can. There are also a number of Crystal Lizards in the area, so try to be as quick as possible once you spot them so that you can get the rare materials they drop. Start by walking out along the first branch past the bonfire, and then, when you spot another large branch below you to the left, drop down onto it [→□ 03]. From there, turn to the right and you should be able to see inside the large tree trunk in the middle of the area; drop down into it to get the item inside.

02 Drop down again through the hole in the middle of the trunk when you have the item, and then go out through the hole in the front and head right; drop off the end of this branch and pick up the item on the one below that you land on. Turn around and start moving towards the solid platform to the right of this branch and use a roll to cross the gap over to it. [→□ 04]

From here you can run up a slightly darker branch to get another item, and then after returning to the platform, walk close to the small gap you rolled across and drop down onto the branch below. When you run up this branch be careful, because you will be entering an area with three Basilisks, so make sure they do not knock you off the edge.

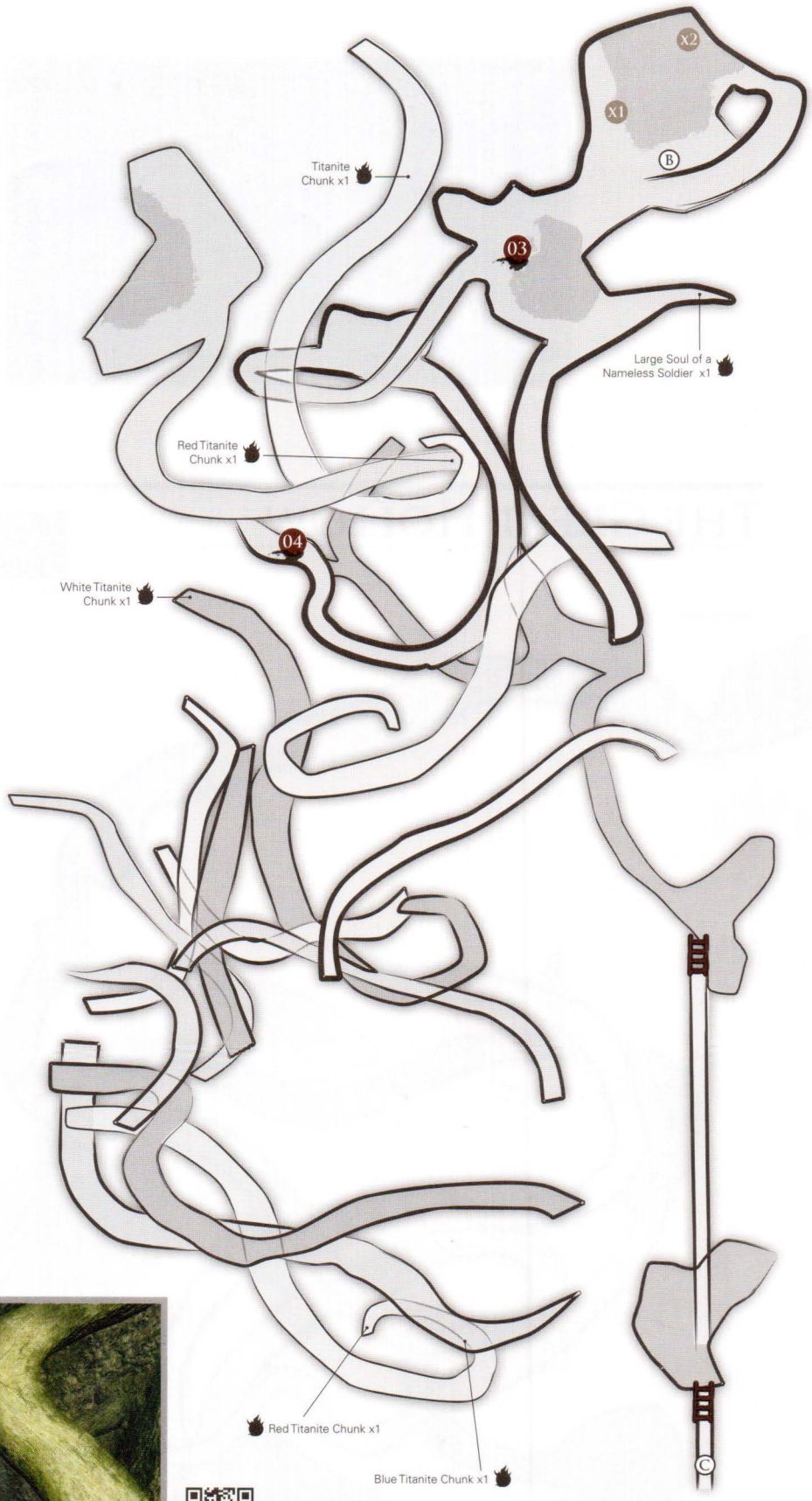
03 Head back down the same branch you used to reach this area, and follow it along until it meets up with another branch on the right; follow that branch along and kill the two Crystal Lizards when you come to them [→□ 01]. From that platform you can follow the next branch along until you come to a ladder, which you can use to take you down to the next part of the Hollow. Taking this route is the quickest and easiest way to get down, but it does mean you'll miss some of the items along the way.

04 If you want to get the items, you'll need to take a slightly more complicated route down. Follow the same branch down as usual from the platform with the Basilisks, but this time, when you come to the point where the two branches meet, drop down to the left onto a different branch below. Walk some way up that branch until you are directly over the branch below, where an item is sitting, and then drop down onto it [→□ 02]. This fall uses roughly one whole block of your health, so make sure it is not too low before you fall.

Once you have acquired that item, go to the opposite end of the branch and fall down forward onto the next branch slightly below you. From here you should be able to see the next item you are after, which is slightly ahead to the left [→□ 03]. To reach it, continue forward along this branch until it is directly over the one below that has the item, and drop down to the left to land on it. Pick up the item, and then look down to the left to locate the next branch you need to fall down to and drop onto it. Follow this branch along as it curls around the central trunk until you reach the end, and then drop down to the right to get the final item in this area. From there, drop down to the ground below to reach the area that the ladder would have taken you to.



01



09_034

05 There are a couple of Basilisks in this area, so be ready to engage them as soon as you land. When they have gone, instead of taking the ladder down to the section below, run around the central trunk to the hole on the opposite side. If you look down through the hole you should be able to see an item on a branch below, so drop down in order to pick it up [→☐ 04]. There are even more Basilisks in the area below you, so, to make things easier, try to hit one of them with a Plunging Attack as you drop off the branch.

After clearing this area, you only need to follow the long spiraling branch down until you come to the point where large mushrooms start growing out of the tree. Just before the transition from branch to mushroom, drop down to the right of the branch to land on a mushroom growing out of the central trunk, and from there you can reach the next mushroom, which has an item on it. To complete the area, simply follow the mushrooms down, and then go along the tunnel at the end to reach Ash Lake.



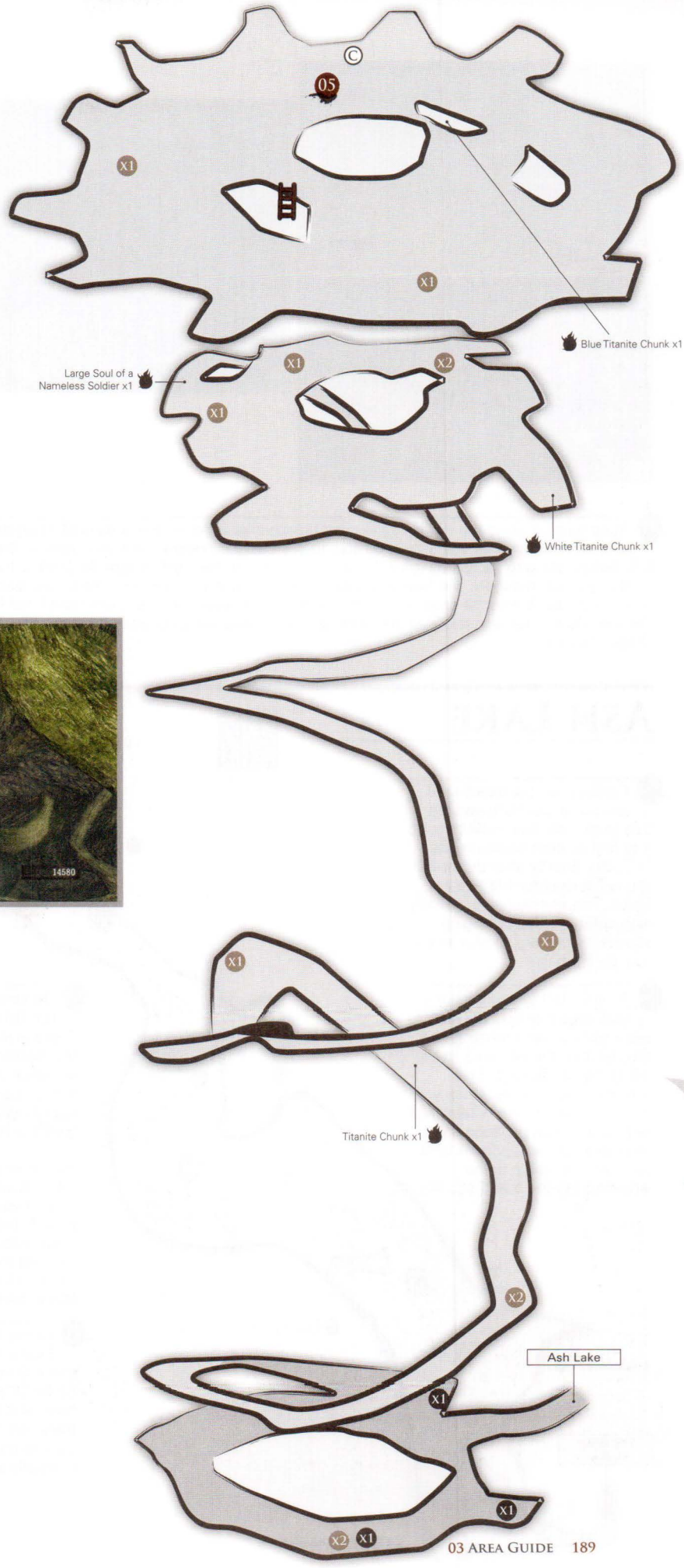
02



03



04





02

01



03

Enemies

- **Standard**
  - Basilisk
  - Man-Eater Shell
- **Strong**
  - Mushroom Parent
- **Boss**
  - Hydra

Important Items

Miracle: Great Magic Barrier

01 Keep running along the inside of the giant branch after entering this area until it comes to an end, at which time you should be able to see the giant Hydra out in the water to the left. Before going to do battle with it, however, run back to the right to light the bonfire there so that you can resupply, and have a respawn point handy if you need one. After your battle with the Hydra, follow the coast around to the left of the area to find an item hidden behind the tree. All the items in this area are worth going for because quite often they are very rare Dragon Scales.

Ash Lake

09_035

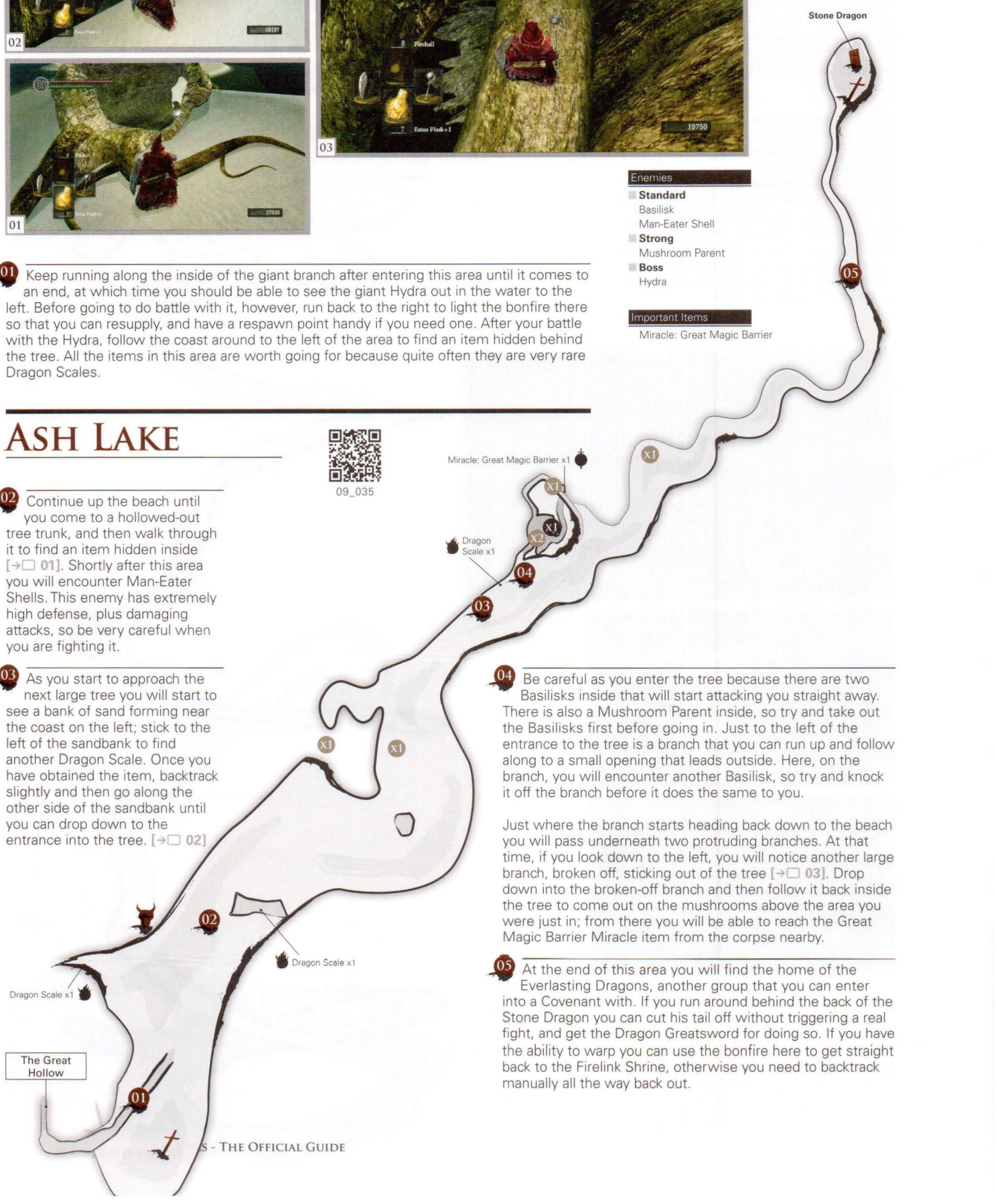
02 Continue up the beach until you come to a hollowed-out tree trunk, and then walk through it to find an item hidden inside [→☐ 01]. Shortly after this area you will encounter Man-Eater Shells. This enemy has extremely high defense, plus damaging attacks, so be very careful when you are fighting it.

03 As you start to approach the next large tree you will start to see a bank of sand forming near the coast on the left; stick to the left of the sandbank to find another Dragon Scale. Once you have obtained the item, backtrack slightly and then go along the other side of the sandbank until you can drop down to the entrance into the tree. [→☐ 02]

04 Be careful as you enter the tree because there are two Basilisks inside that will start attacking you straight away. There is also a Mushroom Parent inside, so try and take out the Basilisks first before going in. Just to the left of the entrance to the tree is a branch that you can run up and follow along to a small opening that leads outside. Here, on the branch, you will encounter another Basilisk, so try and knock it off the branch before it does the same to you.

Just where the branch starts heading back down to the beach you will pass underneath two protruding branches. At that time, if you look down to the left, you will notice another large branch, broken off, sticking out of the tree [→☐ 03]. Drop down into the broken-off branch and then follow it back inside the tree to come out on the mushrooms above the area you were just in; from there you will be able to reach the Great Magic Barrier Miracle item from the corpse nearby.

05 At the end of this area you will find the home of the Everlasting Dragons, another group that you can enter into a Covenant with. If you run around behind the back of the Stone Dragon you can cut his tail off without triggering a real fight, and get the Dragon Greatsword for doing so. If you have the ability to warp you can use the bonfire here to get straight back to the Firelink Shrine, otherwise you need to backtrack manually all the way back out.



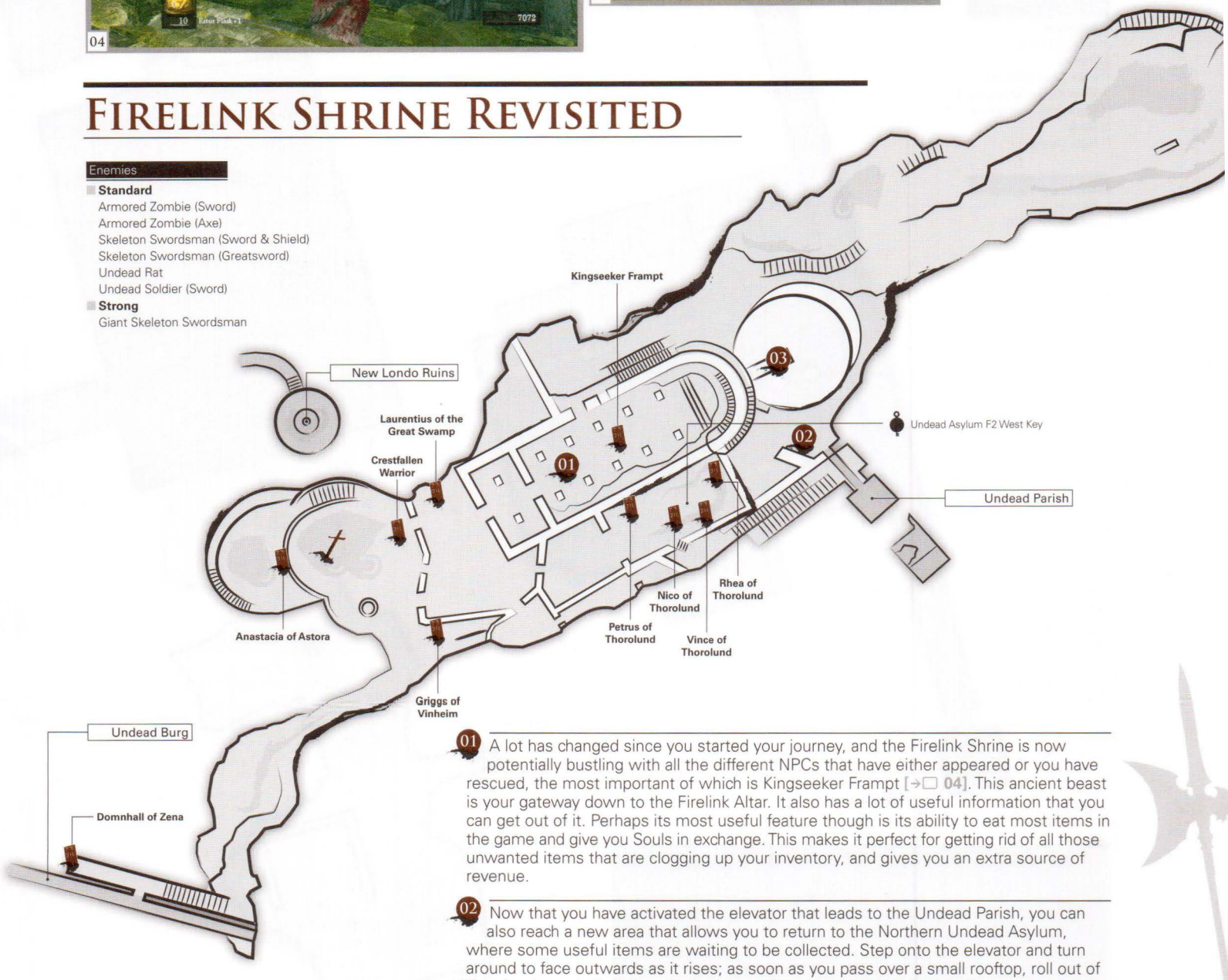




Firelink Shrine Revisited

Enemies

- **Standard**
  - Armored Zombie (Sword)
  - Armored Zombie (Axe)
  - Skeleton Swordsman (Sword & Shield)
  - Skeleton Swordsman (Greatsword)
  - Undead Rat
  - Undead Soldier (Sword)
- **Strong**
  - Giant Skeleton Swordsman

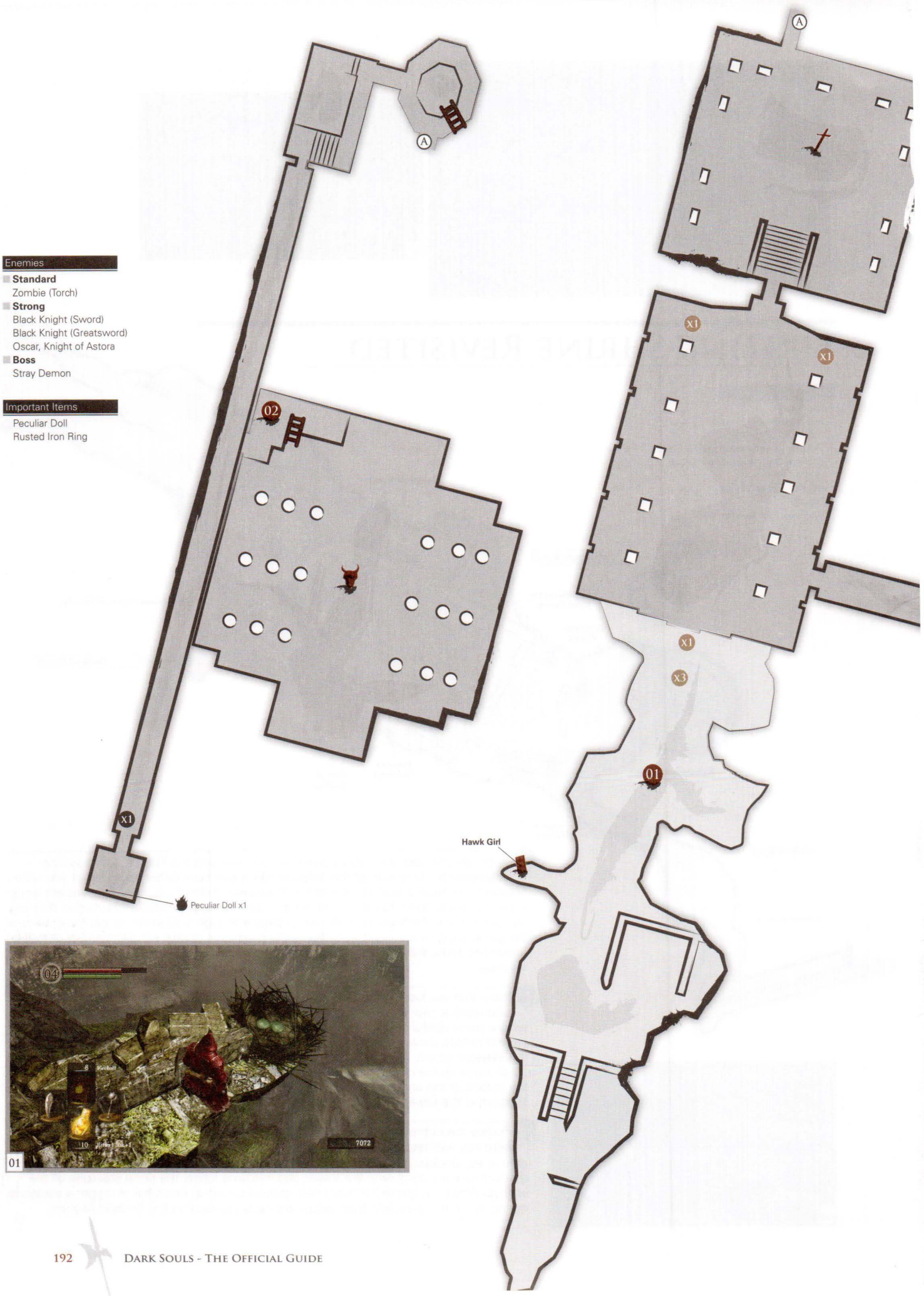


01 A lot has changed since you started your journey, and the Firelink Shrine is now potentially bustling with all the different NPCs that have either appeared or you have rescued, the most important of which is Kingseeker Frampt [→☐ 04]. This ancient beast is your gateway down to the Firelink Altar. It also has a lot of useful information that you can get out of it. Perhaps its most useful feature though is its ability to eat most items in the game and give you Souls in exchange. This makes it perfect for getting rid of all those unwanted items that are clogging up your inventory, and gives you an extra source of revenue.

02 Now that you have activated the elevator that leads to the Undead Parish, you can also reach a new area that allows you to return to the Northern Undead Asylum, where some useful items are waiting to be collected. Step onto the elevator and turn around to face outwards as it rises; as soon as you pass over a small rooftop, roll out of the elevator onto it. Follow the broken rooftop around to the right so that you are on a small ledge on the cliff. Look for the part of the cliff that protrudes towards the tower in the middle of the area and then use a roll to cross the gap and drop on to the buttress supporting the tower. [→☐ 05]



03 Follow the buttress up and then head left when you reach the spiral staircase. From here you will need to roll across to the roof of the building to get a key for the locked gate in the Undead Asylum [→☐ 06]. When you have the key, look for the small ledge that will take you back onto the tower, and this time follow the spiral staircase all the way up. When you get to the bird's nest, choose to curl up into a ball to trigger a cutscene, during which the giant bird from below will carry you back to the Undead Asylum.


Enemies
Standard
Zombie (Torch)
Strong
Black Knight (Sword)
Black Knight (Greatsword)
Oscar, Knight of Astora
Boss
Stray Demon
Important Items
Peculiar Doll
Rusted Iron Ring
A
A
02
X1
X1
X1
X3
01
X1
Hawk Girl
Peculiar Doll x1
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7072
01

Undead Asylum Revisited

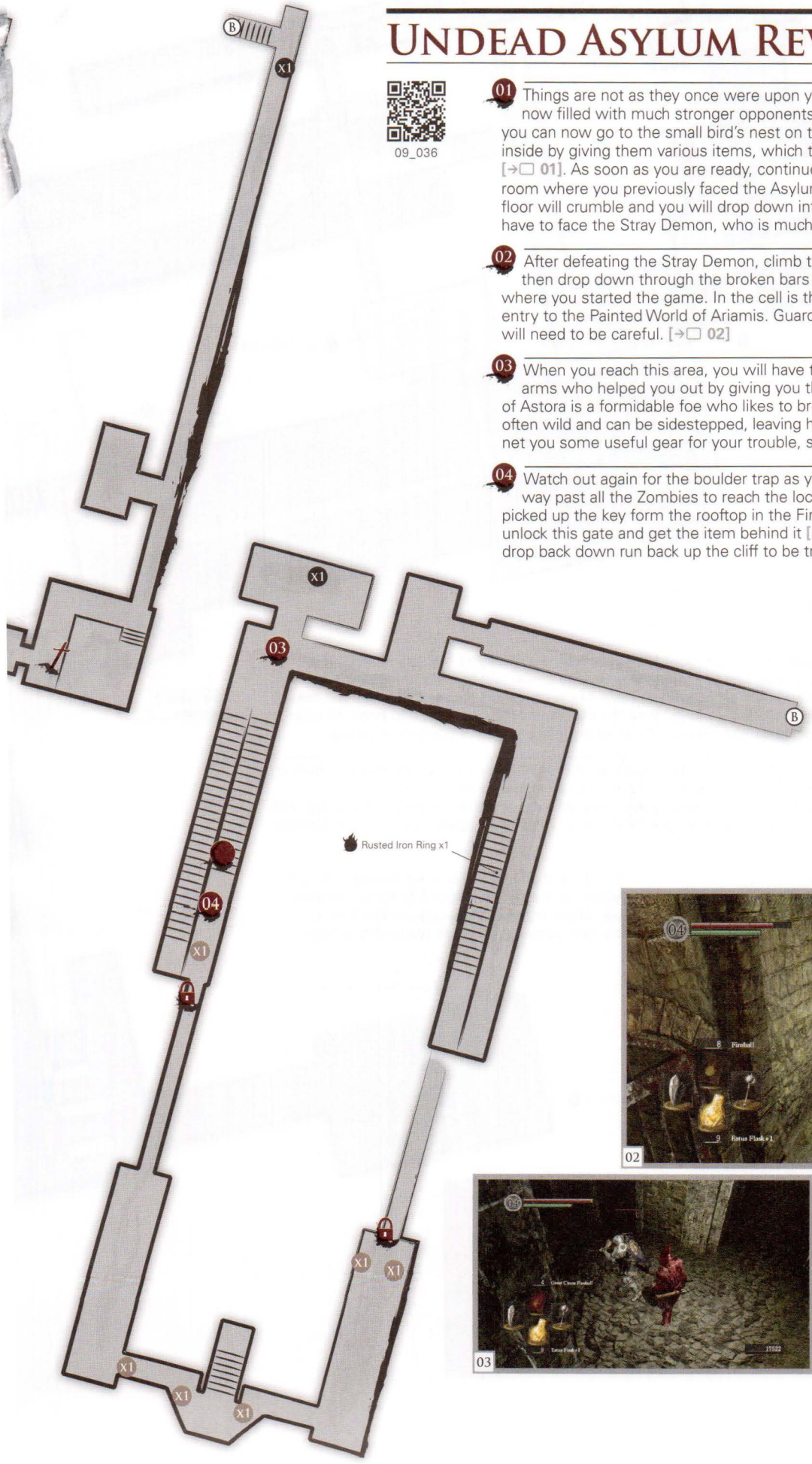
09_036

01 Things are not as they once were upon your return to this area, and the place is now filled with much stronger opponents. While you are walking down the cliff, you can now go to the small bird's nest on the side of it and help the needy eggs inside by giving them various items, which they can exchange for different ones [→☐ 01]. As soon as you are ready, continue on down the cliff and head into the room where you previously faced the Asylum Demon. As you enter the room the floor will crumble and you will drop down into another chamber below; here you will have to face the Stray Demon, who is much tougher.

02 After defeating the Stray Demon, climb the ladder at the back of the room and then drop down through the broken bars to reach the corridor leading to the cell where you started the game. In the cell is the Peculiar Doll item, which you need for entry to the Painted World of Ariamis. Guarding it, however, is a Black Knight, so you will need to be careful. [→☐ 02]

03 When you reach this area, you will have to do battle with a former comrade-in-arms who helped you out by giving you the precious Estus Flask [→☐ 03]. Oscar of Astora is a formidable foe who likes to break your guard a lot, but his swings are often wild and can be sidestepped, leaving his back exposed. Killing Oscar will usually net you some useful gear for your trouble, so it is worth taking the time to fight him.

04 Watch out again for the boulder trap as you climb the stairs, and then fight your way past all the Zombies to reach the locked gate on the other side. Providing you picked up the key form the rooftop in the Firelink Shrine, you will now be able to unlock this gate and get the item behind it [→☐ 04]. When you are ready to leave, drop back down run back up the cliff to be transported back to the Firelink Shrine.



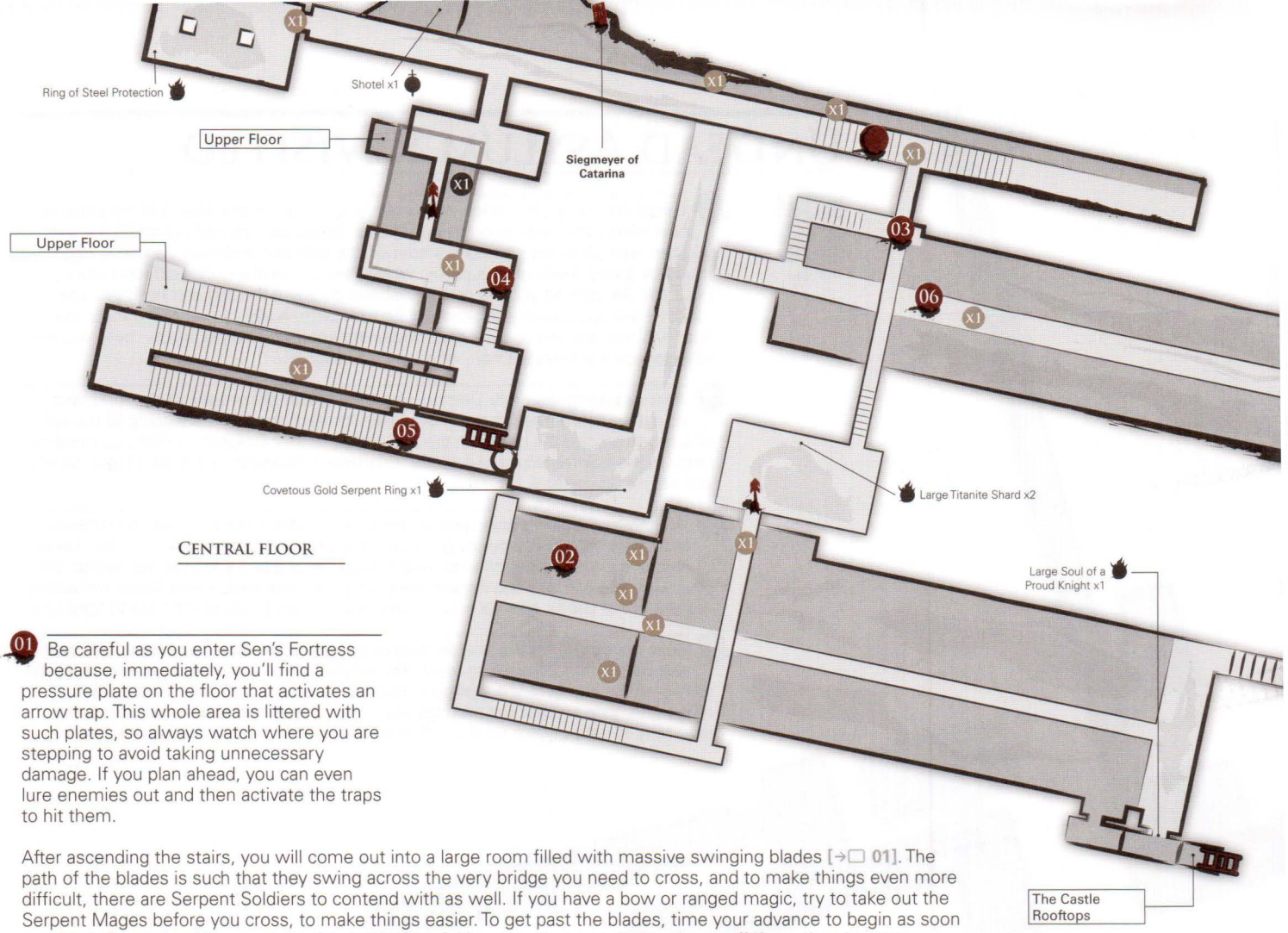


02

03



04



Central Floor

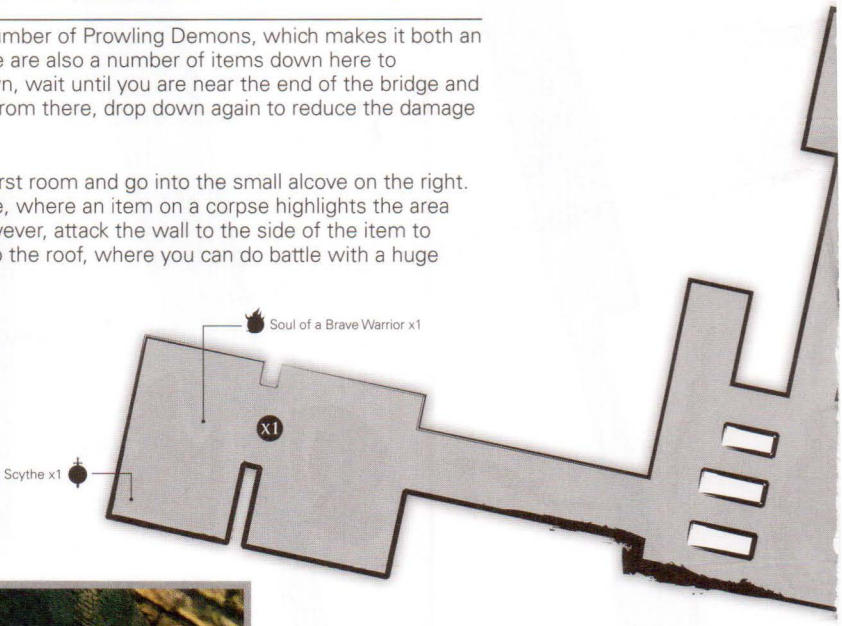
01 Be careful as you enter Sen's Fortress because, immediately, you'll find a pressure plate on the floor that activates an arrow trap. This whole area is littered with such plates, so always watch where you are stepping to avoid taking unnecessary damage. If you plan ahead, you can even lure enemies out and then activate the traps to hit them.

After ascending the stairs, you will come out into a large room filled with massive swinging blades [→☐ 01]. The path of the blades is such that they swing across the very bridge you need to cross, and to make things even more difficult, there are Serpent Soldiers to contend with as well. If you have a bow or ranged magic, try to take out the Serpent Mages before you cross, to make things easier. To get past the blades, time your advance to begin as soon as a blade has passed the central point, but be careful because it can easily knock you off if you time it wrong.

02 The area below the first bridge you cross is filled with a large number of Prowling Demons, which makes it both an excellent place to gather Souls and a very dangerous area. There are also a number of items down here to sweeten the incentive to explore the area. If you want to drop down, wait until you are near the end of the bridge and then drop down to the area containing the three Serpent Mages. From there, drop down again to reduce the damage you take.

When you are ready to leave this area, head to the far end of the first room and go into the small alcove on the right. In here you'll find a ladder that takes you back up to the floor above, where an item on a corpse highlights the area you drop out from to get back to the bridge. Before you do so, however, attack the wall to the side of the item to reveal a hidden area and another ladder; this ladder takes you up to the roof, where you can do battle with a huge Giant. [→☐ 02]


01

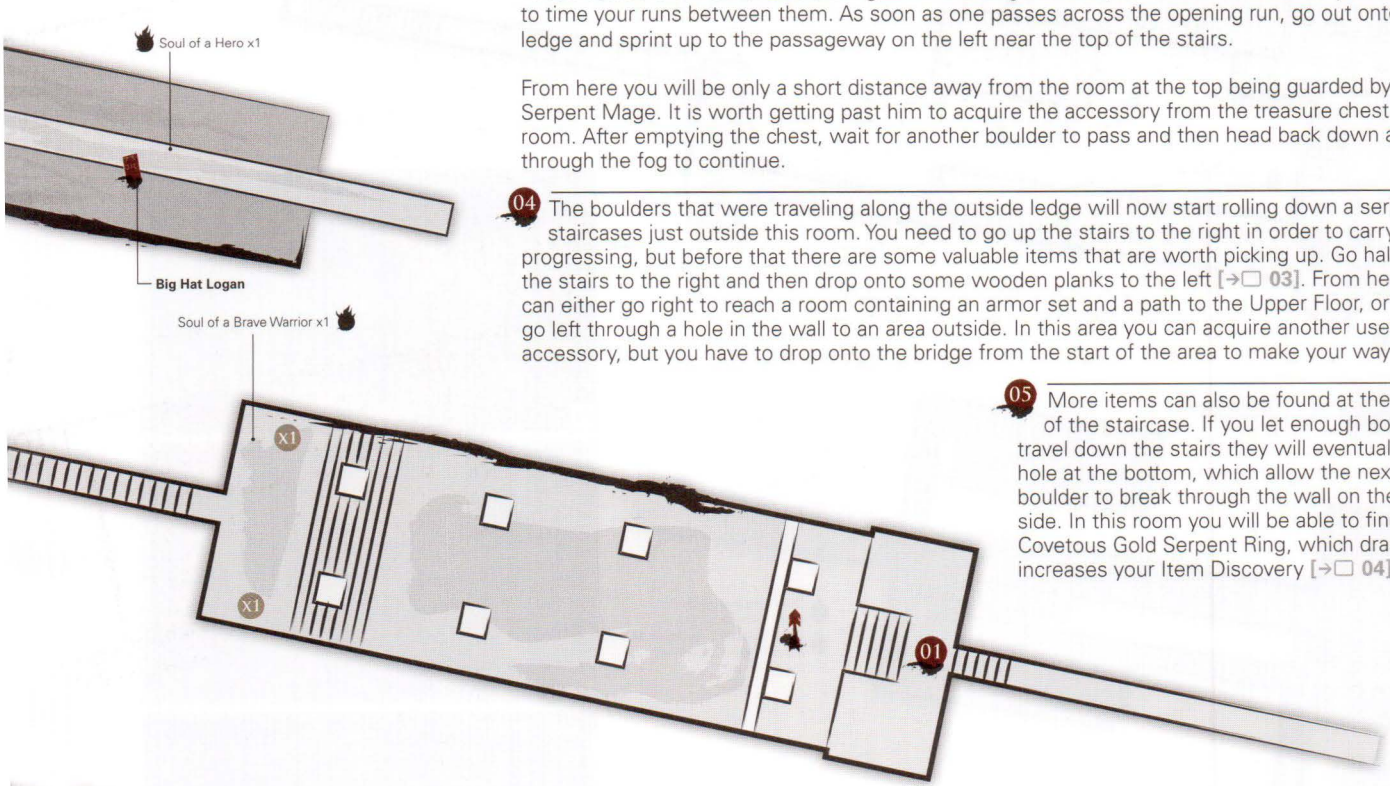



02


03

Sen's Fortress – Lower & Central Floors

09_037



03 As you close in on the opening ahead of this area you will see a Serpent Soldier come running into view; his bravado is short-lived, however, as a giant boulder will knock him off the ledge. These boulders will continue traveling down the ledge outside, so in order to advance you will need to time your runs between them. As soon as one passes across the opening run, go out onto the ledge and sprint up to the passageway on the left near the top of the stairs.

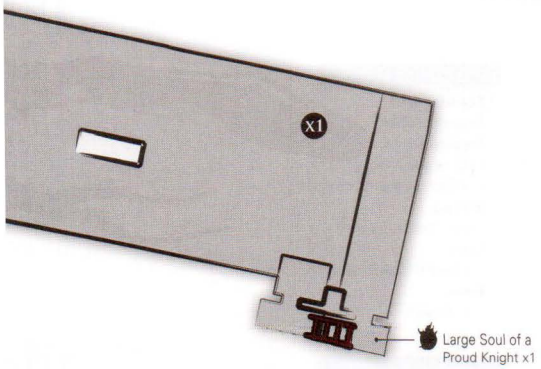
From here you will be only a short distance away from the room at the top being guarded by a Serpent Mage. It is worth getting past him to acquire the accessory from the treasure chest in the room. After emptying the chest, wait for another boulder to pass and then head back down and go through the fog to continue.

04 The boulders that were traveling along the outside ledge will now start rolling down a series of staircases just outside this room. You need to go up the stairs to the right in order to carry on progressing, but before that there are some valuable items that are worth picking up. Go halfway up the stairs to the right and then drop onto some wooden planks to the left [→☐ 03]. From here you can either go right to reach a room containing an armor set and a path to the Upper Floor, or you can go left through a hole in the wall to an area outside. In this area you can acquire another useful accessory, but you have to drop onto the bridge from the start of the area to make your way back.

05 More items can also be found at the bottom of the staircase. If you let enough boulders travel down the stairs they will eventually fill a hole at the bottom, which allow the next boulder to break through the wall on the other side. In this room you will be able to find the Covetous Gold Serpent Ring, which drastically increases your Item Discovery [→☐ 04]. Just before the hole in the wall there is a small passage that you can take to another room, where you'll find a Mimic enemy disguising itself as a chest; if you kill it you will get a powerful Lightning Spear. The small elevator in this room can then take you to the Upper Floor, but make sure you step off as soon as the elevator comes to a stop, or else it will take you up into some spikes.



Lower Floor



Enemies

- **Standard**
  - Serpent Soldier
  - Serpent Mage
- **Strong**
  - Mimic
  - Prowling Demon
  - Giant

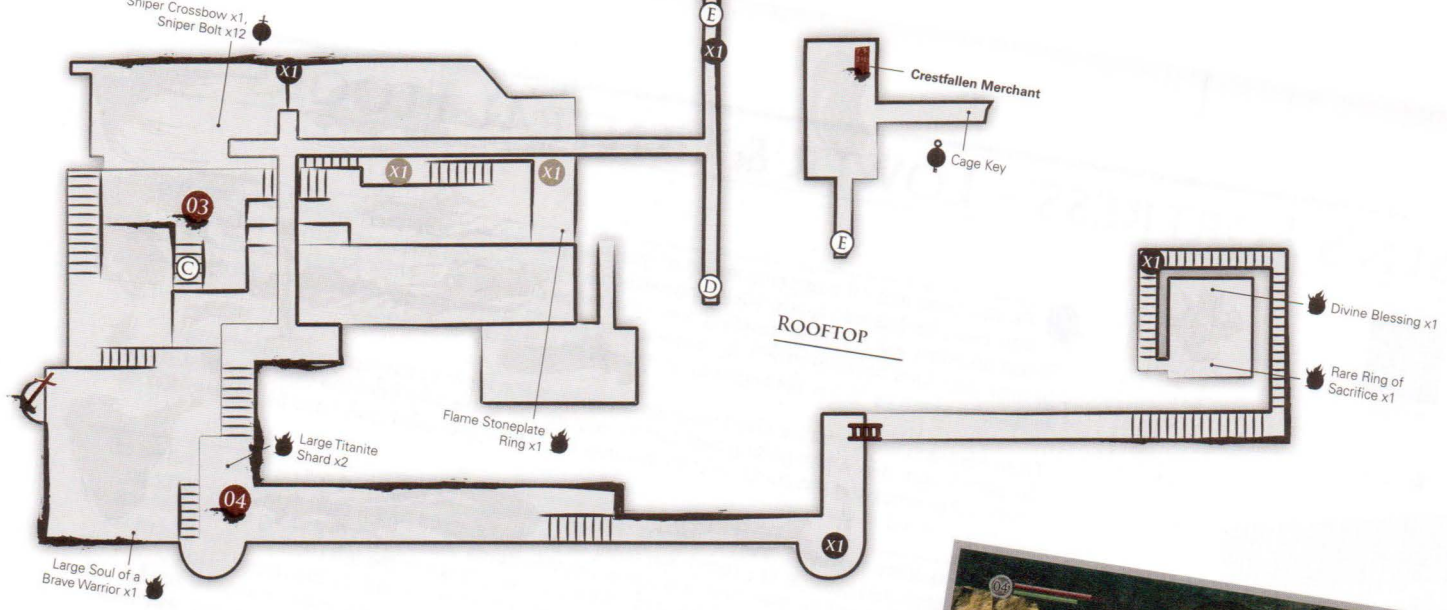
Important Items

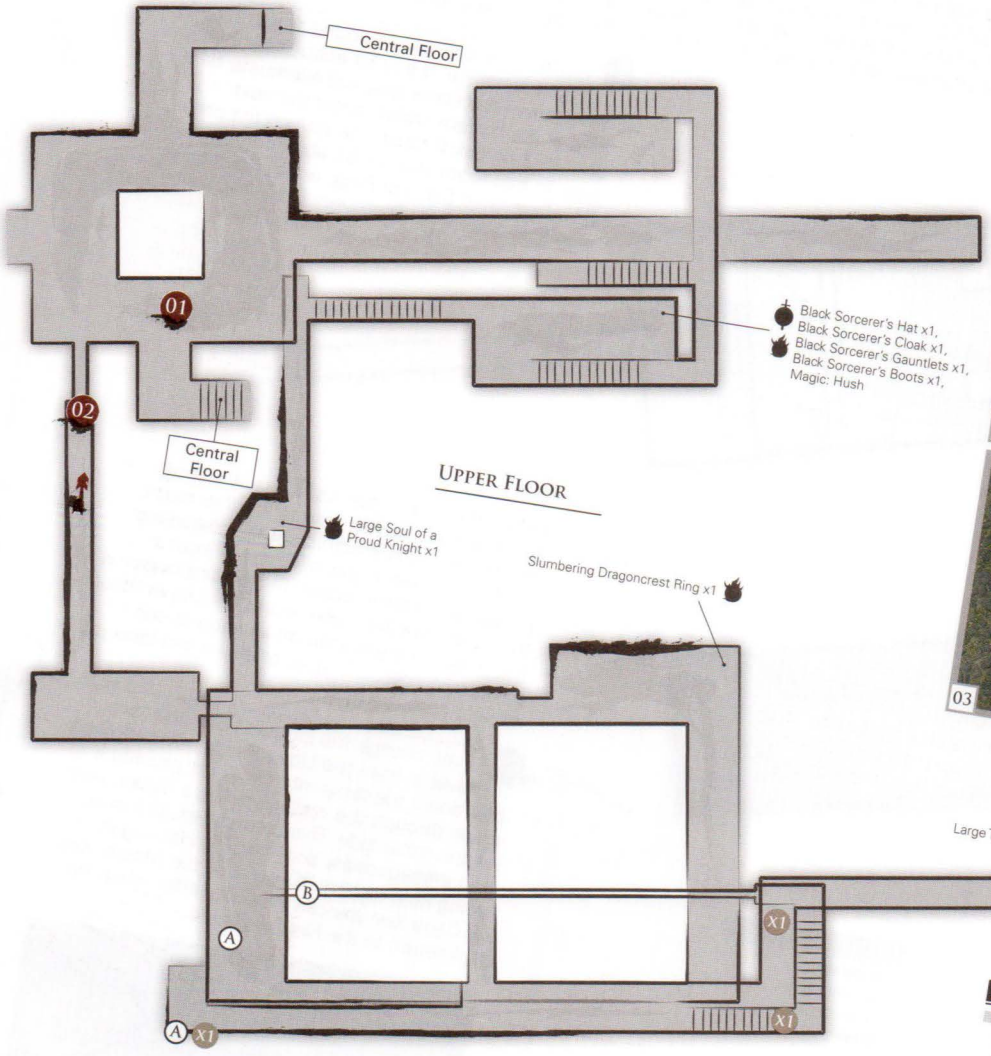
- Scythe
- Ring of Steel Protection
- Magic: Hush
- Covetous Gold Serpent Ring

06 If you change the direction the boulders travel in from the Upper Floor, you can send one down the ramp into this area, causing it to crash through the wall, revealing a hidden path on the other side. This area serves as a prison, and the legendary sorcerer, Big Hat Logan, is being held captive. If you have the Master Key or Cage Key you can free him, after which he will return to the Firelink Shrine.



04







Enemies

- **Standard**
  - Serpent Soldier
  - Serpent Mage
  - Elite Undead Guard
  - Undead Soldier (Crossbow)
- **Strong**
  - Heavy Knight (Mace)
  - Giant
  - Undead Prince Ricard
- **Boss**
  - Iron Golem

Important Items

- Sniper Crossbow
- Cage Key
- Slumbering Dragoncrest Ring
- Black Sorcerer Armor Set


04



05

Sen's Fortress – Upper & Rooftop Floors

01 In this area you'll find a device that you can use to control the boulders' direction of travel. The device's current position sends the boulders down the staircase, as before. If you move it clockwise once, the boulders will get knocked through an opening in the wall so that they can trouble no one. If you move it clockwise again this will cause them to be sent down to the narrow ledge where you first encountered them, and a final move clockwise will send them down the ramp so that they can break through the wall into the prison. [→☐ 01]

02 When you have finished with the boulder device, go up the narrow staircase and through a series of rooms until you come to an opening leading out onto a narrow walkway. This walkway has yet more swinging blades passing across it, so you will have to be careful when crossing; one well-timed dash can get you past all the blades. Go left and up the stairs on the other side and you will eventually come to an even narrower walkway.

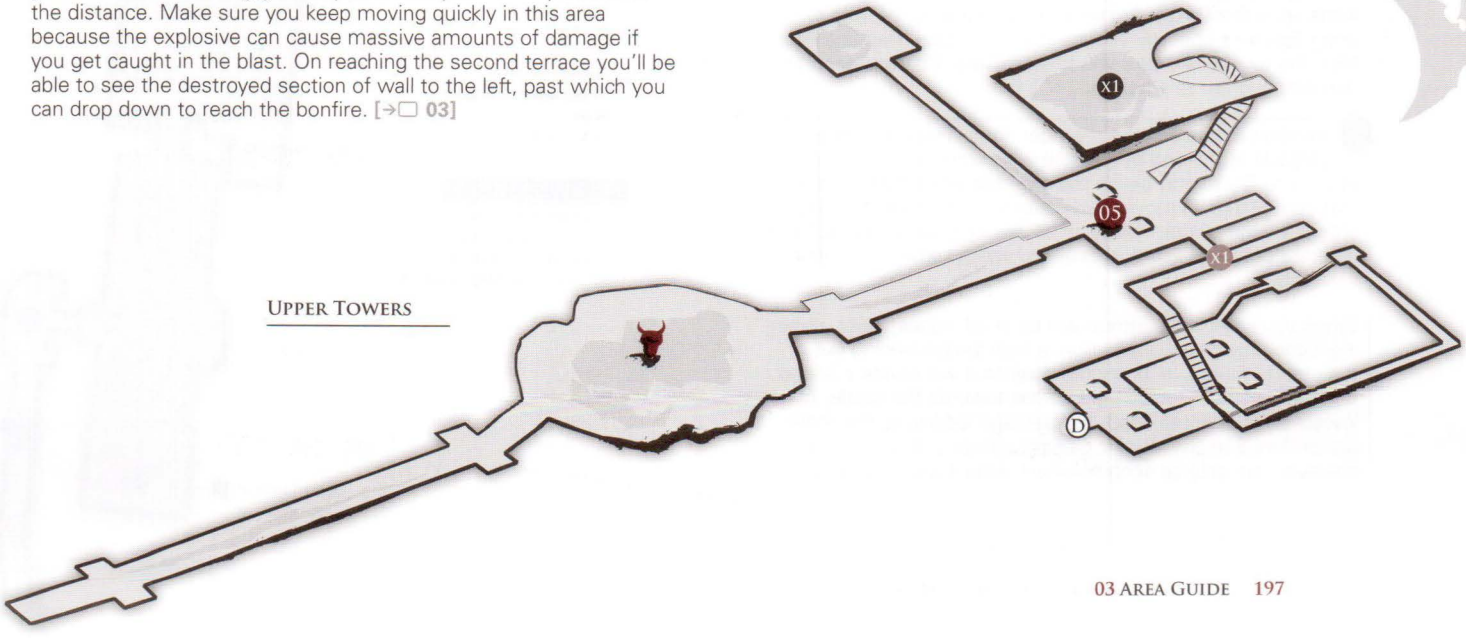
If you take out the Serpent Mage first, you can stop in the gap between the blades and make it past in two dashes [→☐ 02]. Directly above this side of the walkway you'll be able to see an opening that leads out to a bonfire, but you can only access that area by dropping down from above. When you are ready, go through the fog to the right to reach the Rooftops.

03 Go to the right on reaching the rooftops and you will come to a small dead-end area that contains a treasure chest. As soon as you have secured the contents, backtrack to here and then start heading upwards. When you go up the first staircase, the looming giant will start throwing giant explosives at you from a platform in the distance. Make sure you keep moving quickly in this area because the explosive can cause massive amounts of damage if you get caught in the blast. On reaching the second terrace you'll be able to see the destroyed section of wall to the left, past which you can drop down to reach the bonfire. [→☐ 03]

04 If you go down the long path to the right from this section of rooftop you can make it to an area that is being guarded by the Undead Prince Ricard. Ricard has a very parry-focused fighting style, so do not attack him recklessly; wait for an opening. When he has been killed, you will be able to loot the contents of the two chests in the room behind him before heading back to where you started.

Go up the stairs straight ahead. They will lead you out on to an exposed walkway where you will come under fire from an archer above. If you go left at the first fork in the walkway you will come to a broken section, but if you look down you will notice an item below you that you can drop down to, as long as you have full health [→☐ 04]. If you jump across the gap you will reach an area with a very useful merchant, and be able to get the Cage Key for freeing Big Hat Logan. Following the walkway around to the right twice will take you to an interior section of the building on the rooftops.

05 This is the final area before the fight with the Iron Golem, but there are still a couple of things you can do before fighting it. If you go straight ahead across the narrow bridge you will come to a small room where there is a summon sign you can use to call in an NPC to assist you in battle. Go to the right of this room and up the stairs . You will come to a small rooftop where you will be able to take on the giant that has been throwing explosives at you since you entered the area [→☐ 05]. When you are ready, go through the fog to the left to step out onto the large bridge, where you will do battle with the Iron Golem. When he has been defeated, touch the mysterious ring of light in the middle of the bridge to be transported to Anor Londo.







09_038

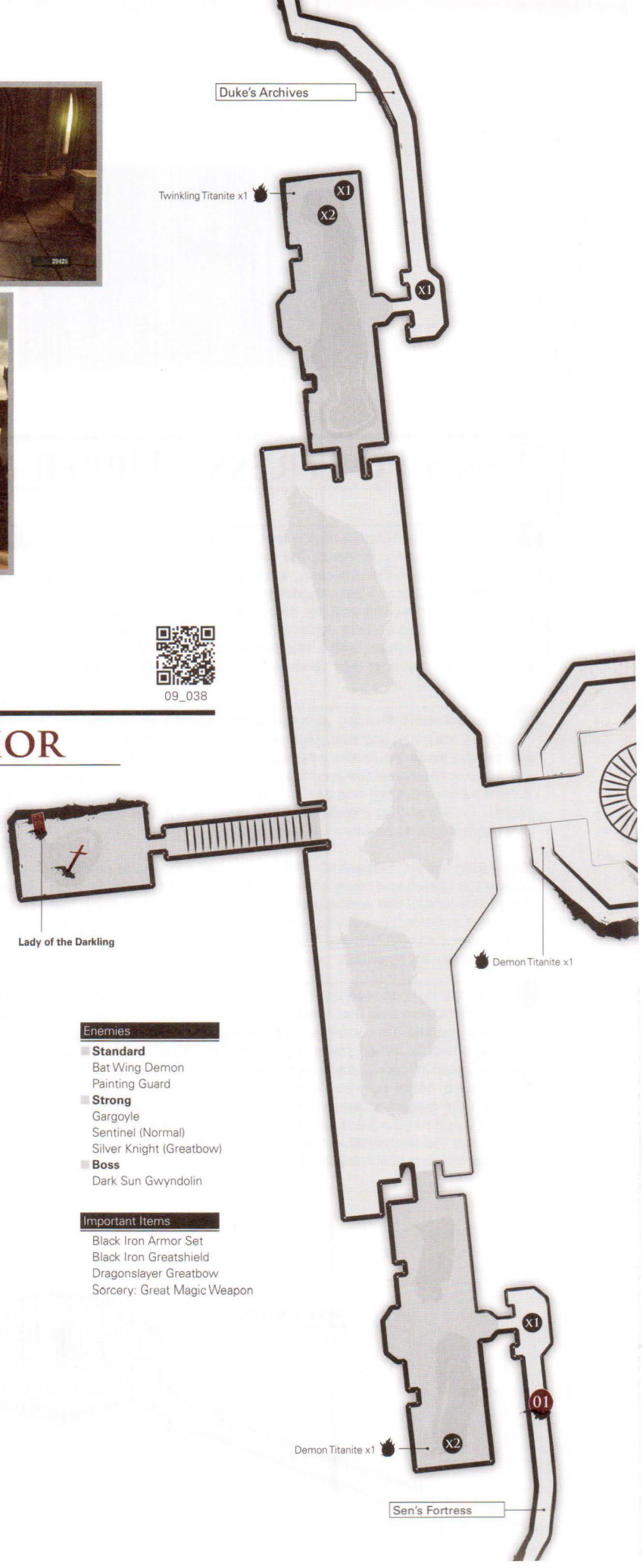
Anor Londo – Exterior

01 Most of the enemies at the start of Anor Londo are large sentinels, and while they are dangerous, you generally have to get close to them before they attack. The room at the end of this path has two sentinels in it, and as long as you stick close to a wall you can initiate combat with them one at a time to make things easier. Once the room has been cleared, you will come out onto a large open terrace that has a number of routes for you to take. To the left you will find a bonfire, along with a Fire Keeper who can reinforce your Estus Flask.

The path ahead will take you into another room filled with sentinels; be careful when fighting here because the treasure chest to the right is actually a Mimic. The path out of this room leads up to the Duke's Archives, but you will not be able to enter that area until you acquire the Lordvessel. Heading right from the terrace will take you to an elevator that you need to descend in order to progress. [→☐ 01]

02 As soon as you exit the chamber containing the elevator, a gargoyle at the end of the path will come running down to attack you. Try to stay inside the chamber while fighting it so that you restrict its movement options. In the middle of this area is a large platform that can be raised and lowered to three different positions using switches scattered around the area. [→☐ 02]

When you start, the platform will be at its highest point, meaning it can only be accessed from a high bridge leading out of the nearby church. In its middle position it will create a bridge that allows you to run straight across towards the castle. At its lowest point, you can reach the passage leading to the chamber of Dark Sun Gwyndolin; gaining access to the chamber, however, can only be accomplished under specific conditions.

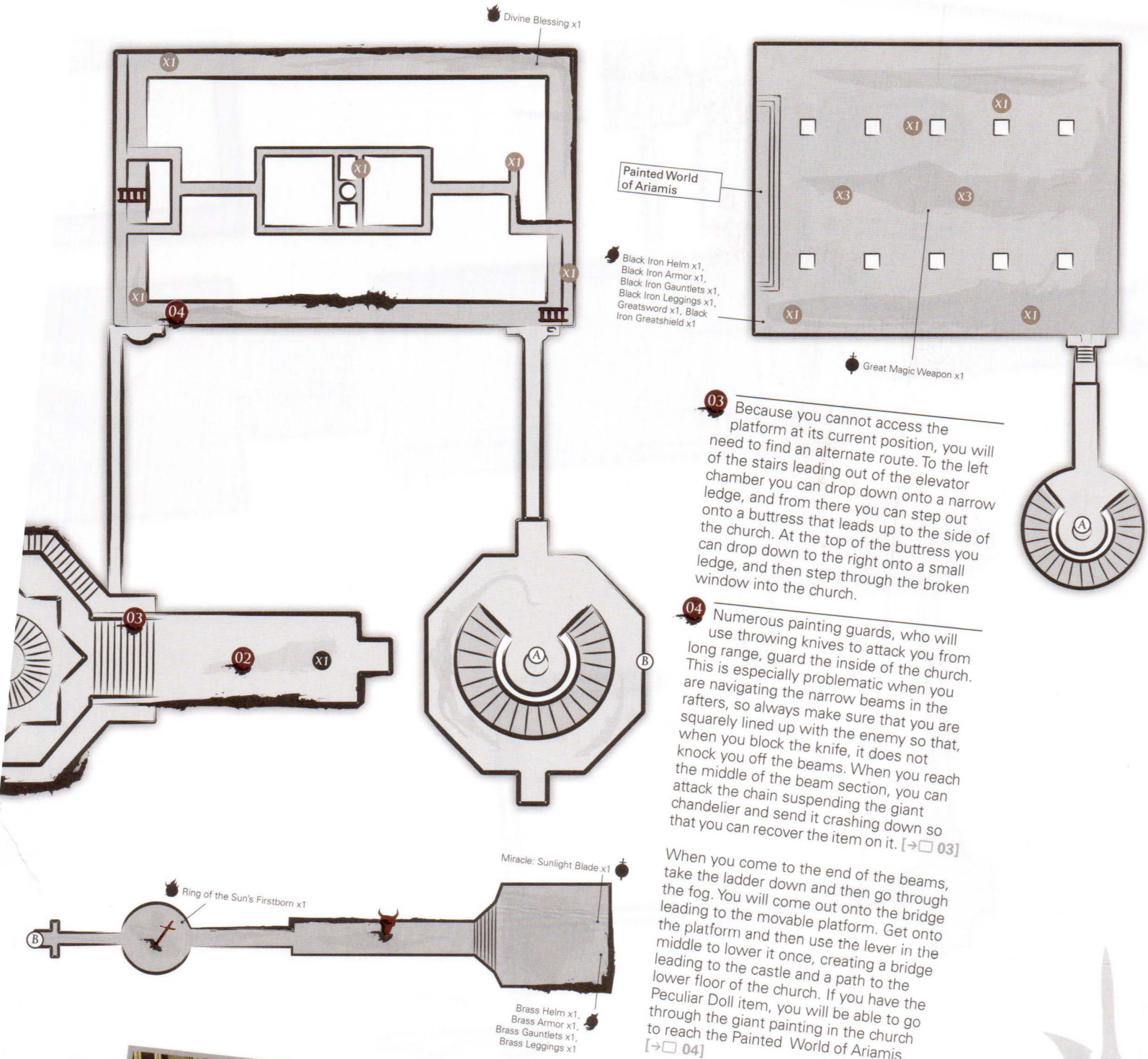


Enemies

- **Standard**
  - Bat Wing Demon
  - Painting Guard
- **Strong**
  - Gargoyle
  - Sentinel (Normal)
  - Silver Knight (Greatbow)
- **Boss**
  - Dark Sun Gwyndolin

Important Items

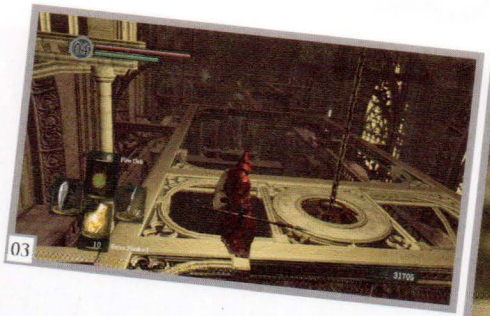
- Black Iron Armor Set
- Black Iron Greatshield
- Dragonslayer Greatbow
- Sorcery: Great Magic Weapon

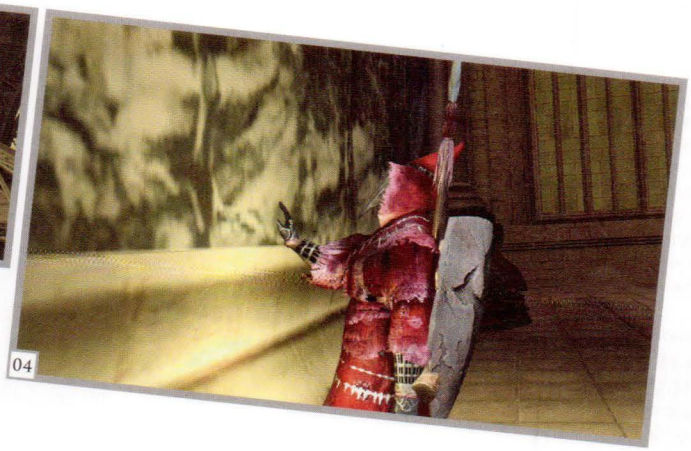


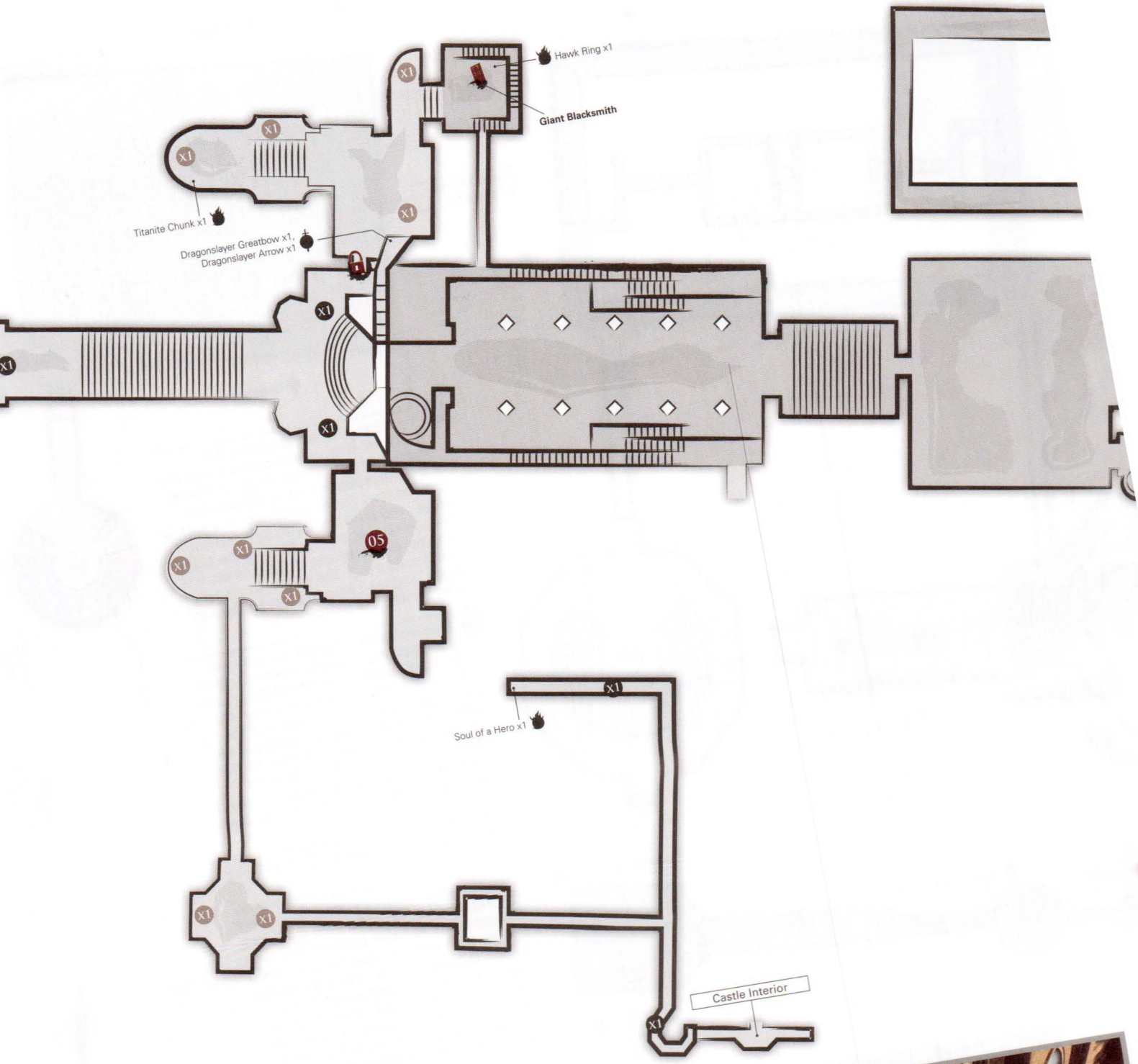
03 Because you cannot access the platform at its current position, you will need to find an alternate route. To the left of the stairs leading out of the elevator chamber you can drop down onto a narrow ledge, and from there you can step out onto a buttress that leads up to the side of the church. At the top of the buttress you can drop down to the right onto a small ledge, and then step through the broken window into the church.

04 Numerous painting guards, who will use throwing knives to attack you from long range, guard the inside of the church. This is especially problematic when you are navigating the narrow beams in the rafters, so always make sure that you are squarely lined up with the enemy so that, when you block the knife, it does not knock you off the beams. When you reach the middle of the beam section, you can attack the chain suspending the giant chandelier and send it crashing down so that you can recover the item on it. [→☐ 03]

When you come to the end of the beams, take the ladder down and then go through the fog. You will come out onto the bridge leading to the movable platform. Get onto the platform and then use the lever in the middle to lower it once, creating a bridge leading to the castle and a path to the lower floor of the church. If you have the Peculiar Doll item, you will be able to go through the giant painting in the church to reach the Painted World of Ariamis. [→☐ 04]







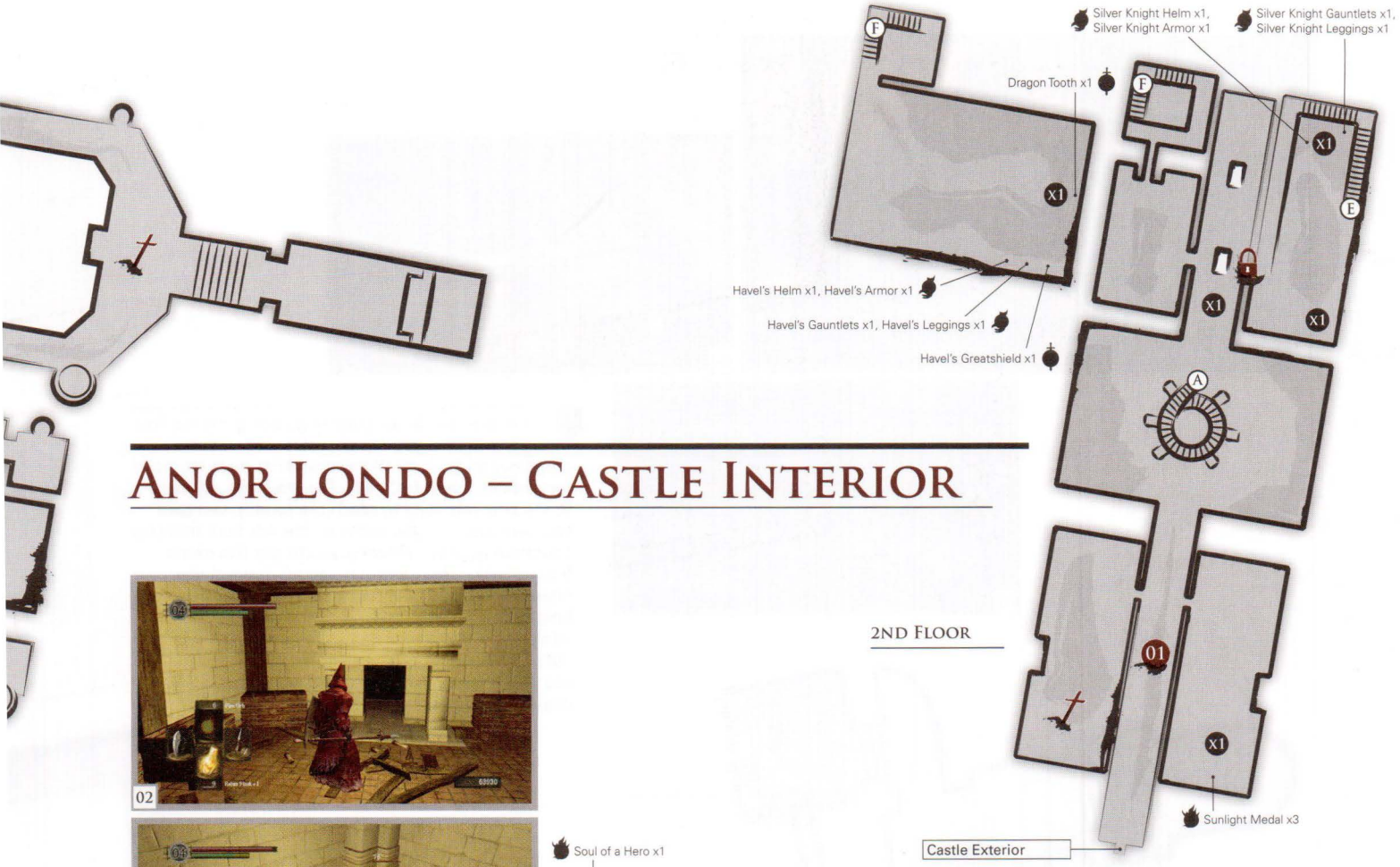
05 The Bat Wing Demons in this area can be very dangerous if you are fighting a group of them; advance slowly and lure them one at a time back to the gate, where you can control the fight. When you get to the bottom of the stairs, there is a buttress to the left that will lead you to a small platform. There are two more Bat Wing Demons on this platform and they will attack you at the same time. To make the fight easier, backtrack up the buttress and used ranged attacks on them if possible.

Follow the next series of buttresses up from this platform, but be very careful as you progress because you will come under fire from two Silver Knights using greatbows. When you reach the top, follow the ledge around to the right and then drop down at the end. Go through the fog to enter the castle. [→☐ 01]

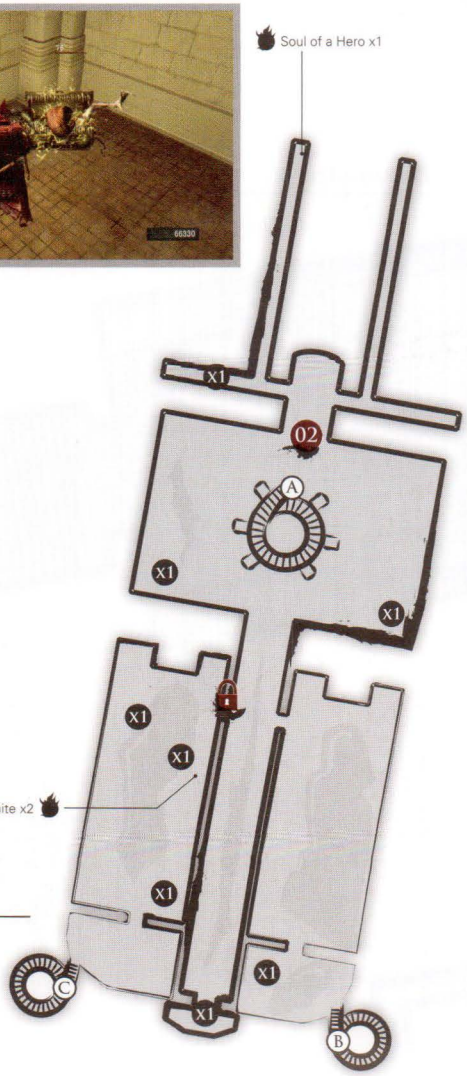


01

Anor Londo – Castle Interior







Enemies

- **Strong**
  - Sentinel (Royal)
  - Silver Knight (Sword)
  - Silver Knight (Spear)
  - Silver Knight (Greatbow)
  - Prowling Demon
  - Mimic
- **Boss**
  - Executioner Smough and Dragon Slayer Ornstein

Important Items

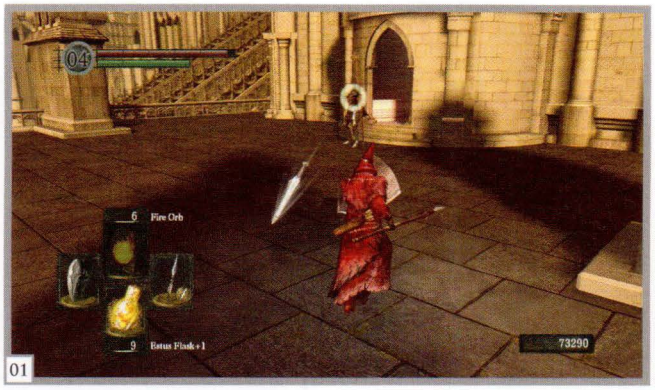
- Dragon's Tooth
- Havel's Armor Set
- Silver Knight Armor Set

01 The interior of the castle is made up of a number of floors, linked via long spiraling staircases. To reach your goal in the grand hall on the ground floor you will need to visit all of them. On this floor you will find a bonfire in the first room on the left, while the first room on the right has a Silver Knight guarding a chest. As long as you are careful, these knights can be handled quite safely and you can keep respawning them via the bonfire to quickly acquire a large number of souls.

After passing the spiral staircase you will come to another set of two rooms. The one on the right cannot be opened from this side, and while the one on the left seems empty at first glance, there is in fact a hidden passageway inside. If you strike the wall inside the fireplace you will reveal a staircase leading down to a room filled with treasure chests [→☐ 02]. Be wary of the lone chest along the back wall, however, because it is another sneaky Mimic. After collecting all the items, go back up and use the staircase to reach the 4th floor, which is the only floor it leads to.

02 The two doorways on either side of you as you exit the staircase both lead to small dead-end walkways, and while the one on the right contains nothing, the one on the left has both a Silver Knight and an item. The two chests on either side of the room with the staircase are both Mimics, so be very careful when approaching them. [→☐ 03]

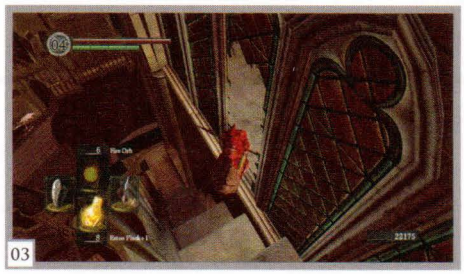
You will also need to be careful when you enter the corridor leading down on the other side, because at the other end there is a Silver Knight wielding a greatbow, who will open fire on you straight away. Of the two rooms on this side of the floor, you can only enter the one on the right, because the door on the left cannot be opened from this side. Going through the door on the right will lead you to another staircase, which will take you up to the rooftop.



01

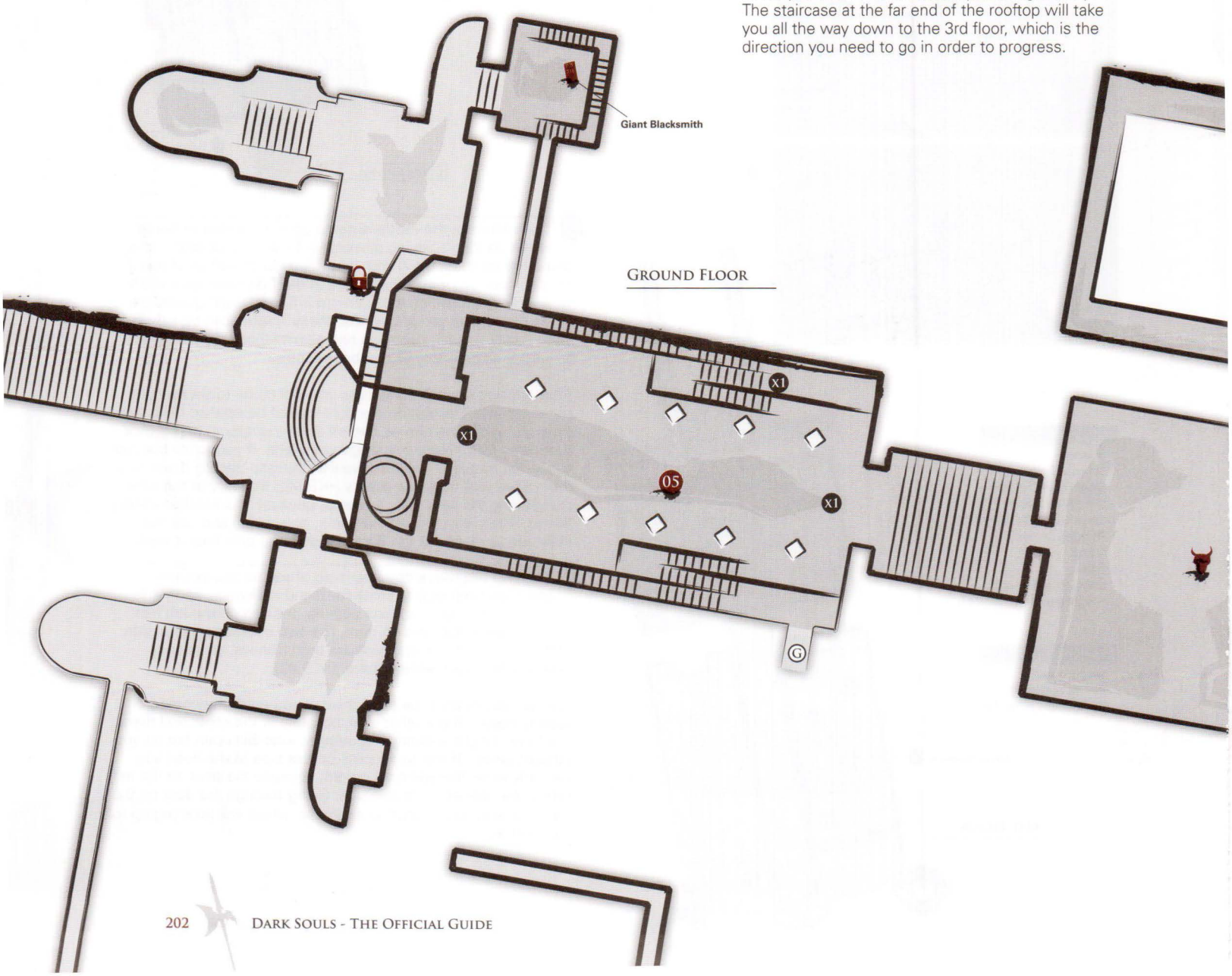


02



03

03 There are two Silver Knights guarding the rooftop, but make sure you focus on the one with the greatbow at the back of the area first, because he is the greater threat [→☐ 01]. The staircase adjacent to the one you used to reach the rooftop will take you back down to the room on the 4th floor that you could not access, allowing you to get the items from inside it. Be careful if you go down there, however, because the room contains three Silver Knights, and one of them is to the side of the door when you enter and will attack you straight away. The staircase at the far end of the rooftop will take you all the way down to the 3rd floor, which is the direction you need to go in order to progress.



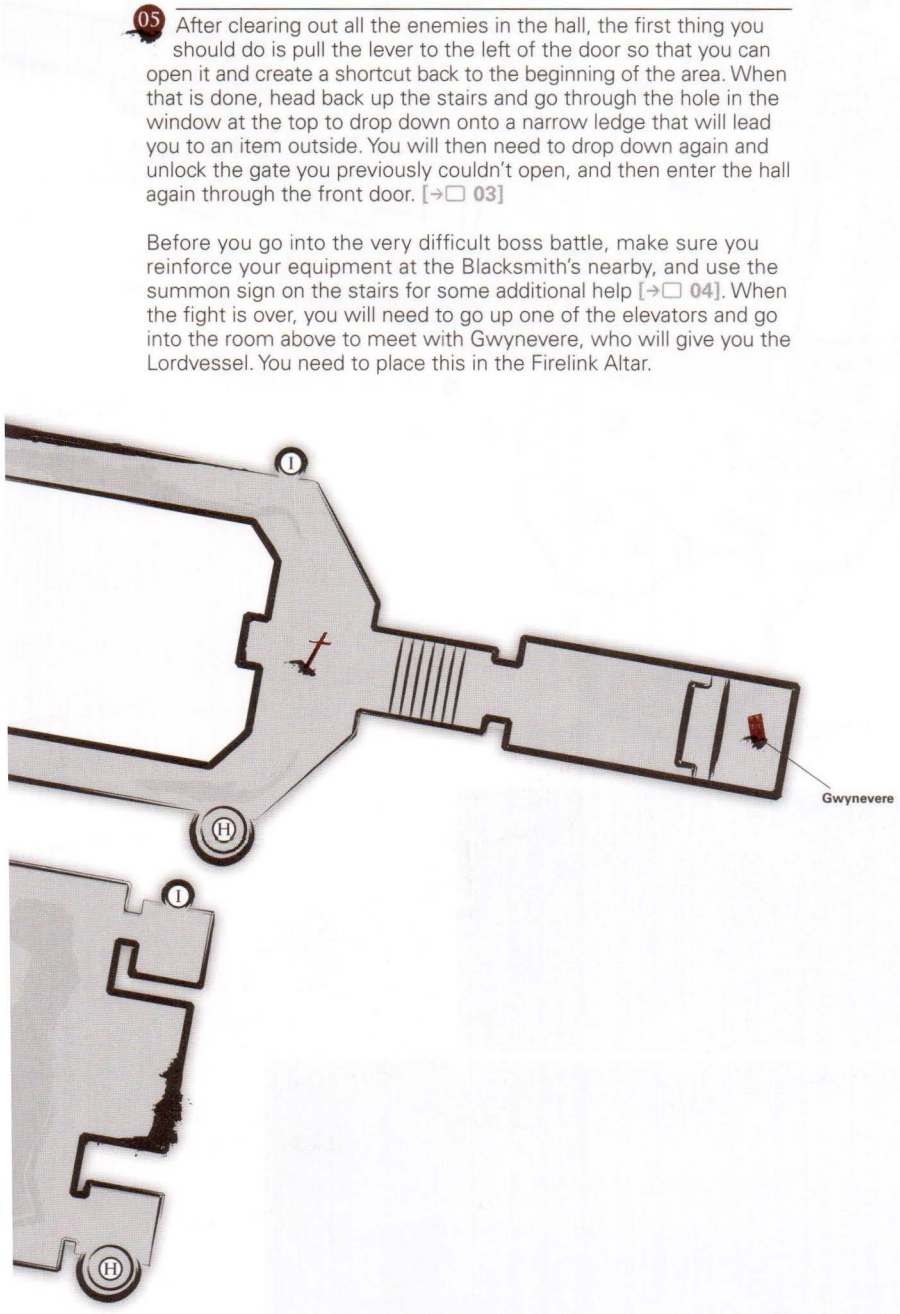
04 You can only access a small section of this floor, so there is not as much to do on it as the others, but it is still quite important. The room on the left contains a prowling demon, and the small size of the room can make the fight more difficult than usual, since it is harder to avoid its attacks. If you go through the door on the right you will be able to descend some stairs and reach the room on the 2nd floor that you could not enter earlier on. [→☐ 02]

There are a couple of Silver Knights in the room to contend with, but the contents of the chests make it more than worthwhile going down there. Because you can open the door from this side, it also creates a handy shortcut back to the bonfire, where you can resupply. Once you are back on the 3rd floor again, taking the path straight ahead will lead you to the great hall, which is the final step before the boss fight.

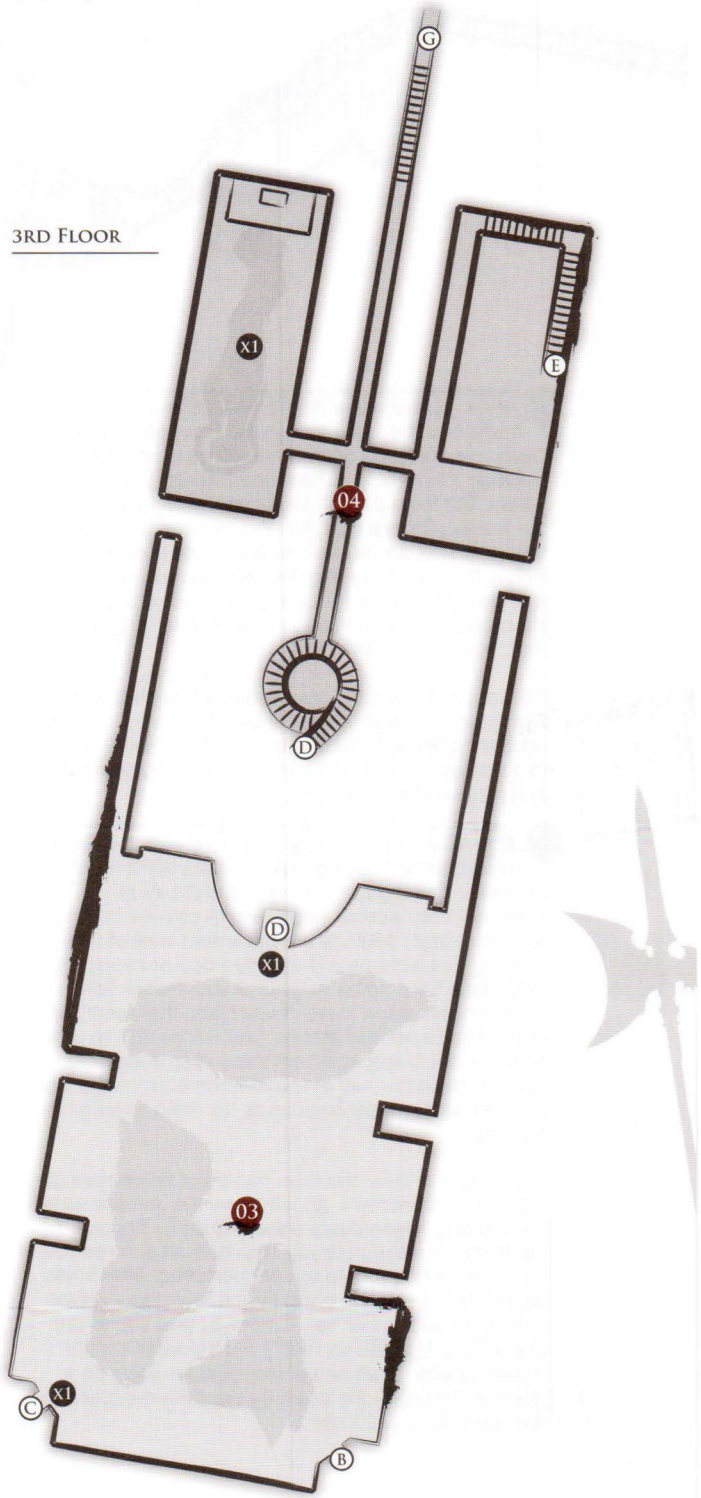


05 After clearing out all the enemies in the hall, the first thing you should do is pull the lever to the left of the door so that you can open it and create a shortcut back to the beginning of the area. When that is done, head back up the stairs and go through the hole in the window at the top to drop down onto a narrow ledge that will lead you to an item outside. You will then need to drop down again and unlock the gate you previously couldn't open, and then enter the hall again through the front door. [→☐ 03]

Before you go into the very difficult boss battle, make sure you reinforce your equipment at the Blacksmith's nearby, and use the summon sign on the stairs for some additional help [→☐ 04]. When the fight is over, you will need to go up one of the elevators and go into the room above to meet with Gwynevere, who will give you the Lordvessel. You need to place this in the Firelink Altar.

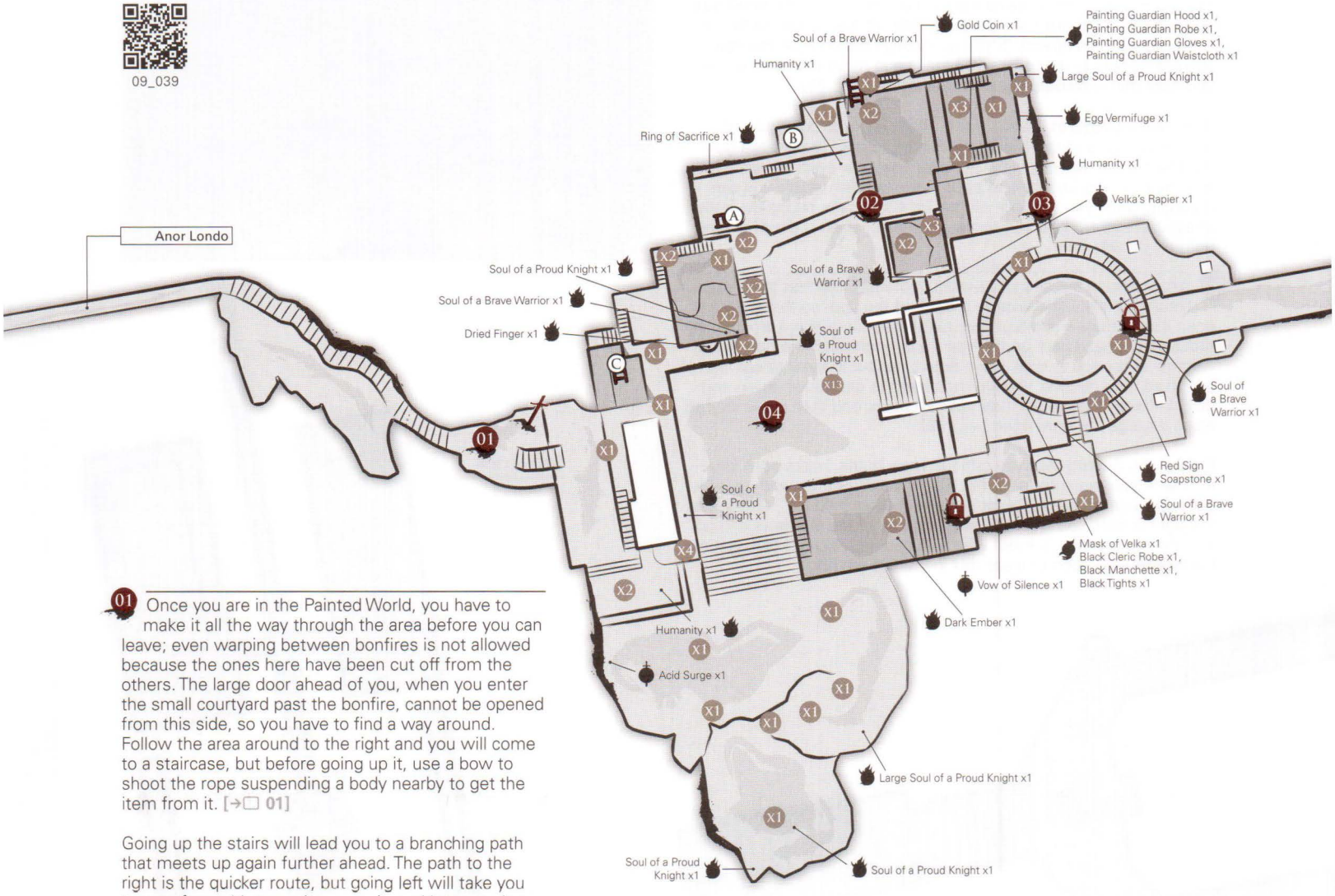


ROOFTOP



Painted World of Ariamis

09_039

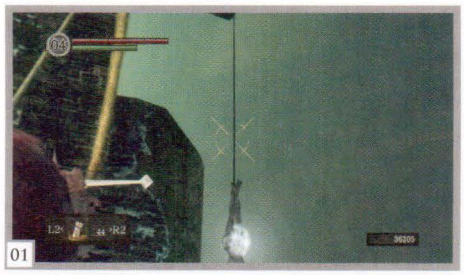


01 Once you are in the Painted World, you have to make it all the way through the area before you can leave; even warping between bonfires is not allowed because the ones here have been cut off from the others. The large door ahead of you, when you enter the small courtyard past the bonfire, cannot be opened from this side, so you have to find a way around. Follow the area around to the right and you will come to a staircase, but before going up it, use a bow to shoot the rope suspending a body nearby to get the item from it. [→☐ 01]

Going up the stairs will lead you to a branching path that meets up again further ahead. The path to the right is the quicker route, but going left will take you to a rooftop with some items on it, and lets you drop down inside the building for more.

02 After crossing the bridge you will come to a large multi-floored building that contains numerous enemies. If you go to the right straight away you come out onto a small ledge, where you will be able to drop straight down to the basement level of the building. The basement is split into two sections, full of Undead Rats, so be mindful of your Poison level while you are down there. If you climb the ladder out of the first basement section, you will be able to drop down onto a ledge, and from there drop down again to reach the other half of the basement; from this side you can take a ladder back up to the main floors of the building.

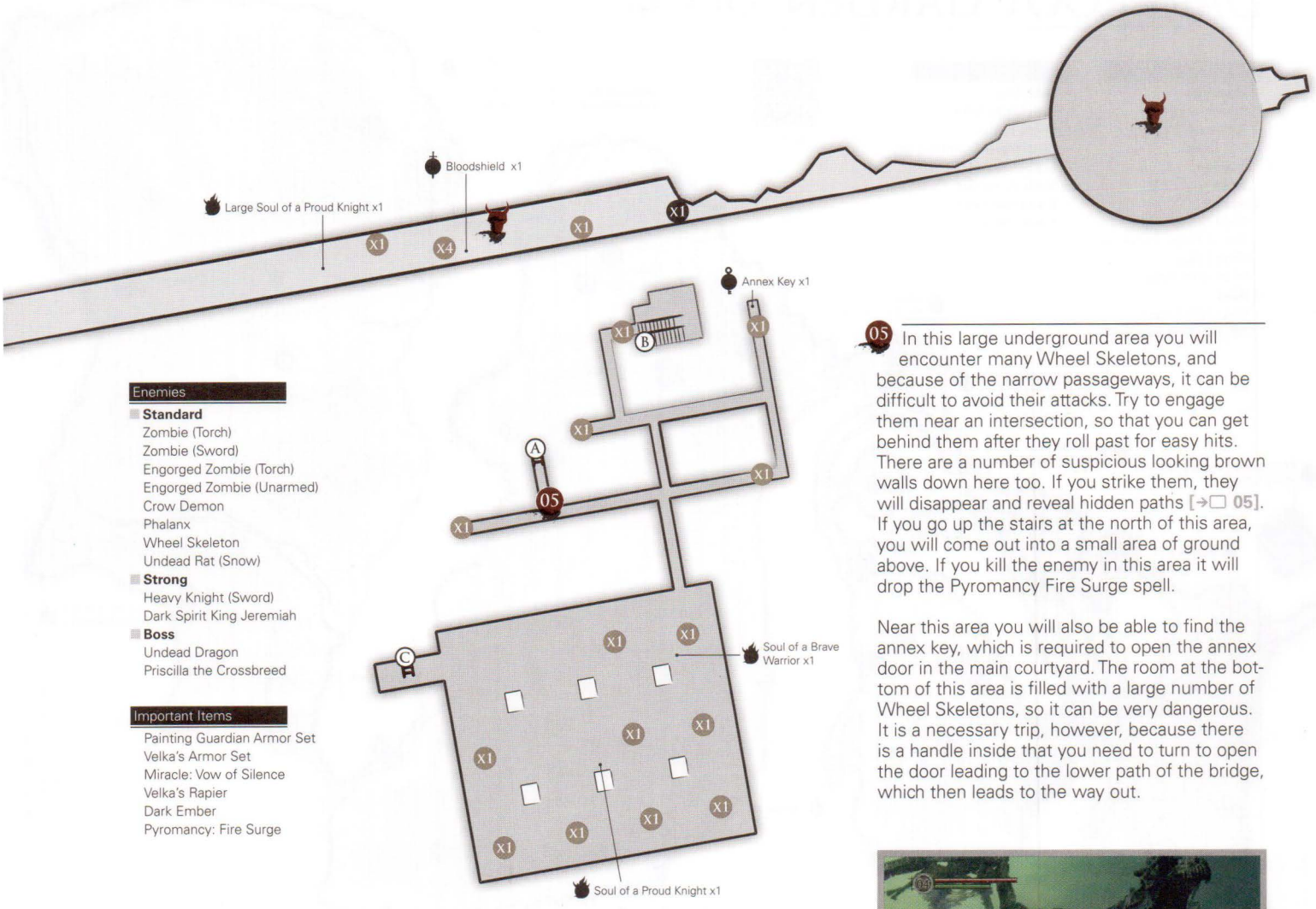
If you want to clear the main floors out first before going into the basement, go left down the stairs to enter the building. These floors are occupied by Engorged Zombies, so make sure you step back as soon as you kill them so that you do not get poisoned. After crossing the first room and going up the stairs, you will be able to go up another set of stairs to take you to the upper floor. Up here you can jump between sets of broken planks to get some items before going back down and through the doorway opposite the stairs to the upper floor. [→☐ 02]



01



02



Enemies

- **Standard**
  - Zombie (Torch)
  - Zombie (Sword)
  - Engorged Zombie (Torch)
  - Engorged Zombie (Unarmed)
  - Crow Demon
  - Phalanx
  - Wheel Skeleton
  - Undead Rat (Snow)
- **Strong**
  - Heavy Knight (Sword)
  - Dark Spirit King Jeremiah
- **Boss**
  - Undead Dragon
  - Priscilla the Crossbreed

Important Items

- Painting Guardian Armor Set
- Velka's Armor Set
- Miracle: Vow of Silence
- Velka's Rapier
- Dark Ember
- Pyromancy: Fire Surge

05 In this large underground area you will encounter many Wheel Skeletons, and because of the narrow passageways, it can be difficult to avoid their attacks. Try to engage them near an intersection, so that you can get behind them after they roll past for easy hits. There are a number of suspicious looking brown walls down here too. If you strike them, they will disappear and reveal hidden paths [→☐ 05]. If you go up the stairs at the north of this area, you will come out into a small area of ground above. If you kill the enemy in this area it will drop the Pyromancy Fire Surge spell.

Near this area you will also be able to find the annex key, which is required to open the annex door in the main courtyard. The room at the bottom of this area is filled with a large number of Wheel Skeletons, so it can be very dangerous. It is a necessary trip, however, because there is a handle inside that you need to turn to open the door leading to the lower path of the bridge, which then leads to the way out.


03


04


05

03 This large central tower is the most dominating feature of the Painted World, and it leads to a number of important areas. If you go through the doorway to get inside the tower from this location, your only real option is to go up the long staircase to get the item at the top. From just outside the tower, you can go left around to the back of it to reach a section of the bridge where you can do battle with an Undead Dragon. [→☐ 03]

If you keep following the outer wall of the tower around, you will come to another staircase that takes you back inside the tower and allows you to reach the bottom of it. From the bottom of the tower you will have the option of either going out into the courtyard or going along the lower floor of the bridge to where Priscilla is waiting. The battle with her is purely optional, so if you do not want to fight her, just run past her to trigger the scene that takes you back to Anor Londo.

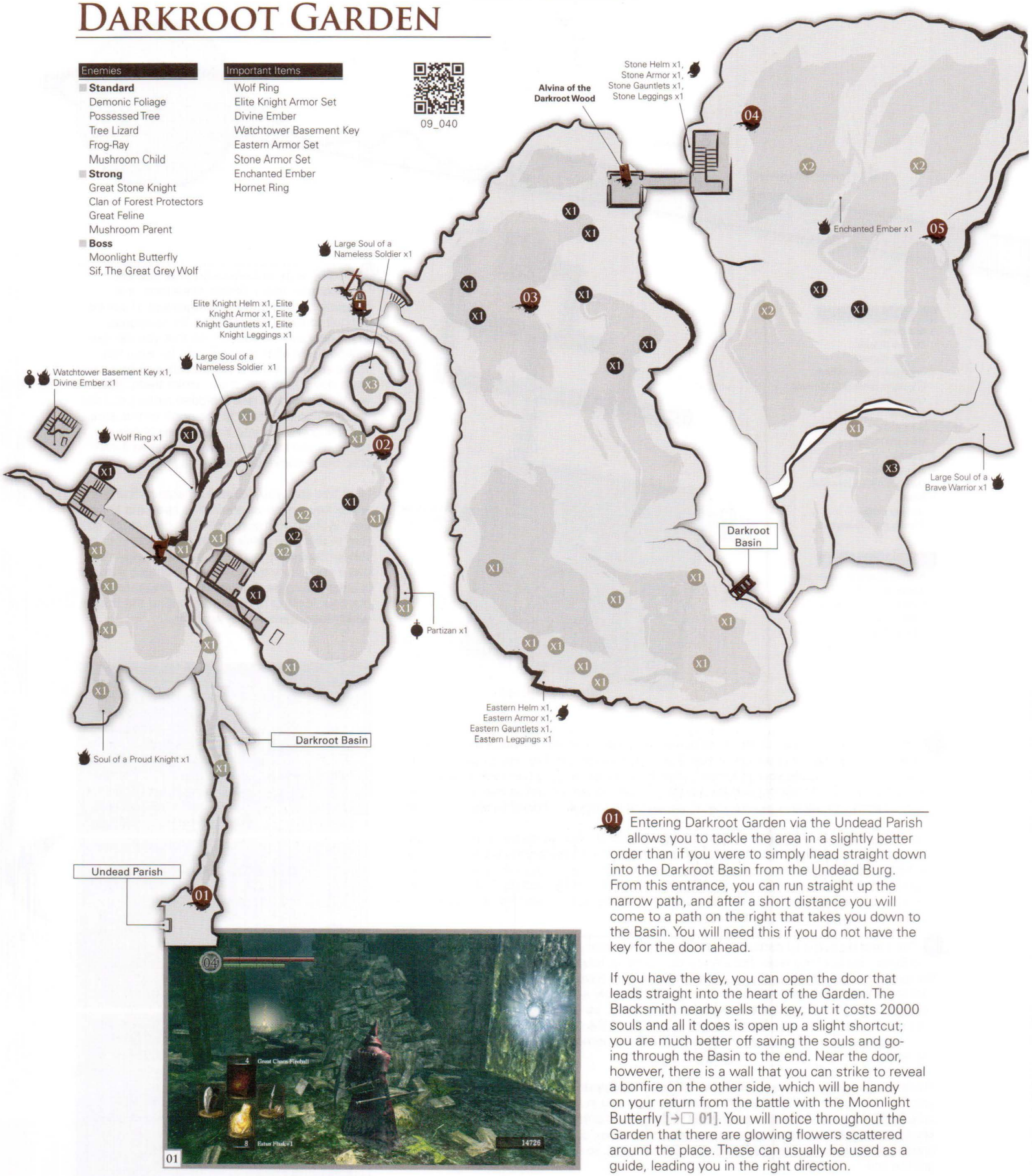
04 The central courtyard serves as an important hub that allows you to reach many different parts of the level. Before you do anything, however, you will first have to kill the large number of phalanx in the middle. Once they have gone, you can open the door that leads back out to the start of the area and resupply at the bonfire if needed. The courtyard itself also features a number of good items, so make sure you explore the area thoroughly; retrieving the items at the bottom of the graveyard will also cause an NPC Red Phantom to invade your world (if you are in human form), so make sure you are ready.

There are two ways you can get down into the underground area from within the courtyard, but using the well to the north generally puts you in a better position to start the area from. After you have completed the underground area, you can then use the annex key to open the final area from the courtyard. The annex contains a large number of very useful items, including Velka's Rapier and Dark Ember, so it is definitely worth trying to get the key. [→☐ 04]

Darkroot Garden

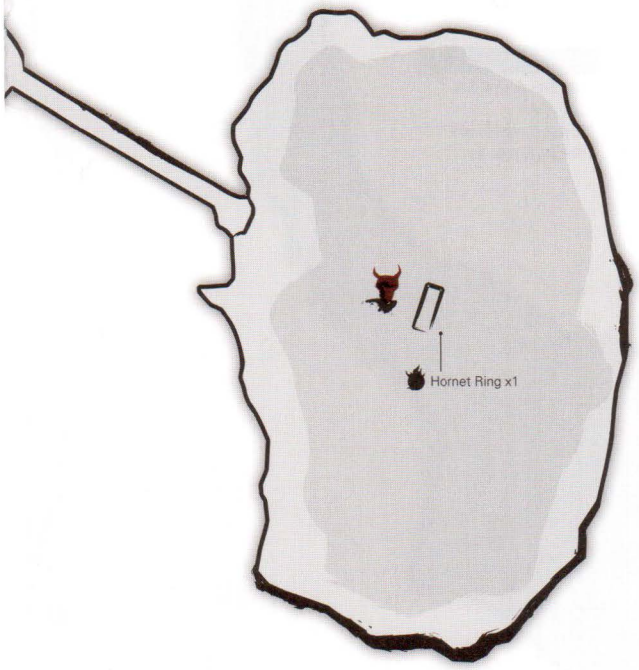
Enemies	Important Items
Standard	Wolf Ring
Demonic Foliage	Elite Knight Armor Set
Possessed Tree	Divine Ember
Tree Lizard	Watchtower Basement Key
Frog-Ray	Eastern Armor Set
Mushroom Child	Stone Armor Set
Strong	Enchanted Ember
Great Stone Knight	Hornet Ring
Clan of Forest Protectors	
Great Feline	
Mushroom Parent	
Boss	
Moonlight Butterfly	
Sif, The Great Grey Wolf	

09_040



01 Entering Darkroot Garden via the Undead Parish allows you to tackle the area in a slightly better order than if you were to simply head straight down into the Darkroot Basin from the Undead Burg. From this entrance, you can run straight up the narrow path, and after a short distance you will come to a path on the right that takes you down to the Basin. You will need this if you do not have the key for the door ahead.

If you have the key, you can open the door that leads straight into the heart of the Garden. The Blacksmith nearby sells the key, but it costs 20000 souls and all it does is open up a slight shortcut; you are much better off saving the souls and going through the Basin to the end. Near the door, however, there is a wall that you can strike to reveal a bonfire on the other side, which will be handy on your return from the battle with the Moonlight Butterfly [→□ 01]. You will notice throughout the Garden that there are glowing flowers scattered around the place. These can usually be used as a guide, leading you in the right direction.



02 Follow the path around near the door to come to the first real section of the Garden. There are a lot of Great Stone Knights in this area, so be careful as you walk around and try to attack them as they are still rising. Close to the entrance to this area, on the right, is a Possessed Tree that you can cut down to reveal a path to the other side of the area, where there are a number of items to be had. [→☐ 02]

The large group of enemies near the middle of the first area can be especially problematic, so clear out the other enemies before you go near them. Towards the back of this area you will find an entrance to a half-destroyed tower; climbing the tower will take you to the bridge, where you will have to do battle with the Moonlight Butterfly. Once you have slain the beast, go to the top of the tower on the other side of the bridge to get some very useful items, including the Divine Ember. At this point, if you did not exchange the souls for the key, you will need to go back the way you came and take the path down to the Basin in order to continue.

03 This entire area is under the protection of Alvina and her Clan of Forest Protectors, which means you will be facing some tough opponents during your time here. If you can cope relatively well with these enemies and keep the nearby door open, this can be a good area in which to build up some souls by respawning the enemies at the bonfire. Inside the small dilapidated building, opposite the door, you will find Alvina herself. You can enter into a covenant with her if you wish. [→☐ 03]

If you entered this area via the ladder from the Darkroot Basin, you can actually bypass most of it if you choose by crossing the bridge just down past the ladder. Whilst this creates a bit of a shortcut to the boss fight ahead, it does cause you to miss out on the valuable items and souls in this area.


02


03



04


05

04 After coming down the stairs in the room on this side of the bridge, follow the wall around to the left to reach a small section behind the building where you will find a chest containing the Stone Armor Set. In the upper part of this area there are not too many enemies you have to worry about, most of them being Mushroom Children or Parents. The most important area to investigate is the small pond in the middle where you will find two Mushroom Parents guarding a chest; the chest contains the Enchanted Ember so it is very important to secure it. [→☐ 04]

The lower part of the area has three Great Felines guarding it, but thankfully you do not have to fight all three at once. After you kill the first one, another pair of Felines will jump down off a cliff. Try to use the trees at either end of this area to block the Felines' attacks, and then seize your chance during the opening while they recover.

05 When you are ready to do battle with Sif, go down the narrow path that runs along the cliff and open the large door on the other side of the bridge. To start the battle you need to walk close to the giant sword planted in front of the large grave. Once you have got the best of Sif and acquired the Covenant of Artorias Accessory, make sure you check behind the large grave, where you will find the Hornet Ring [→☐ 05]. With the Covenant of Artorias you can now enter the Abyss at the end of the New Londo Ruins. Before going there, however, you should head back to the Darkroot Basin and use the elevator to enter the Valley of Drakes, if you have not done so already.

Darkroot Basin

09_041

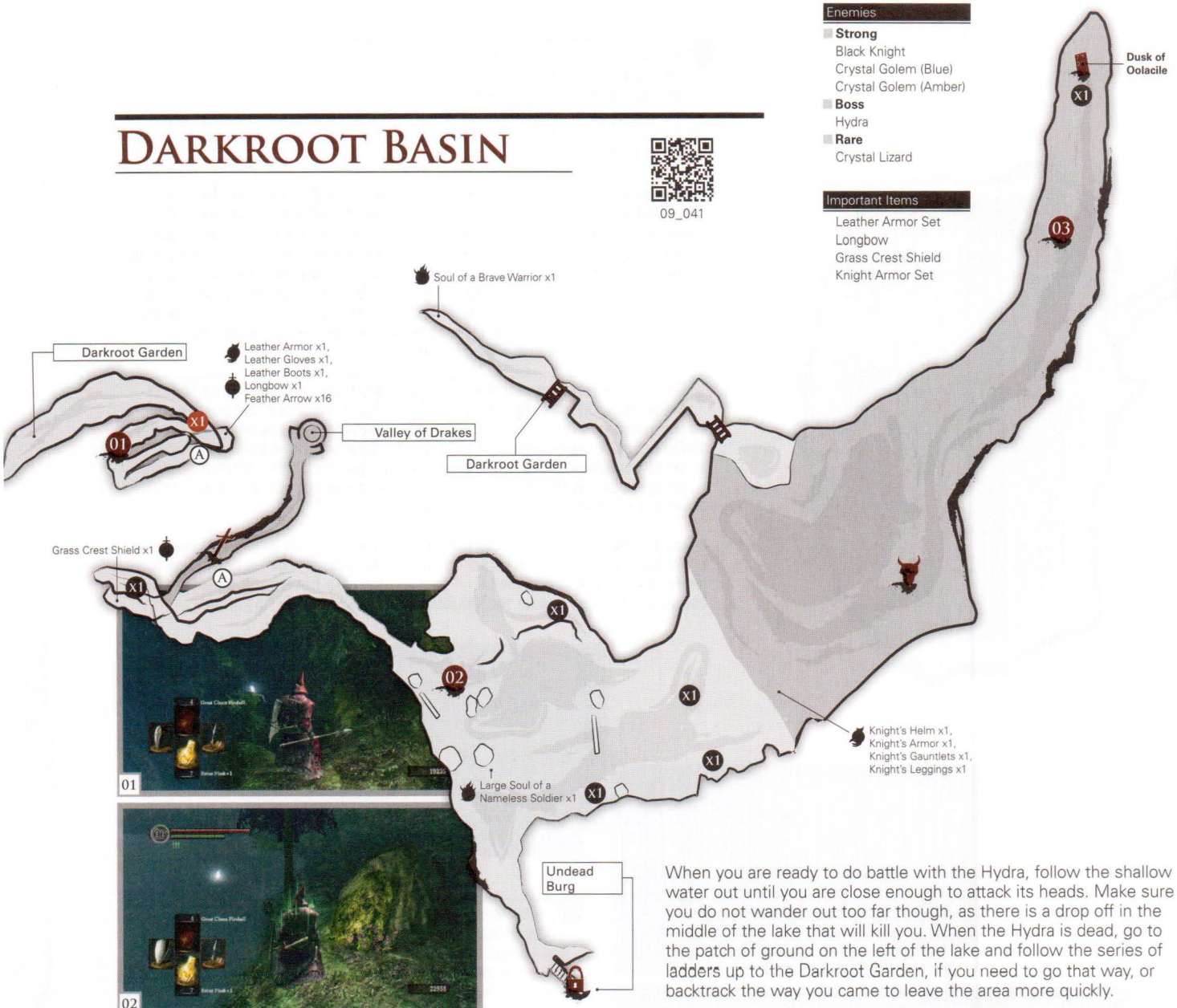
Enemies

Strong
Black Knight
Crystal Golem (Blue)
Crystal Golem (Amber)

Boss
Hydra

Rare
Crystal Lizard

Important Items
Leather Armor Set
Longbow
Grass Crest Shield
Knight Armor Set



01 When you reach this point in the path, make sure you take the first left turn and follow that path to the end. From there you will be able to drop down onto a small ledge that contains the Leather Armor Set and a longbow. If you drop down from that ledge you will then have the option to go either left or right.

You will need to go left in order to progress, but before heading that way it is worth taking the trip down to the right. Going that way will lead you down a narrow ledge where you will have to fight a Black Knight. The trip is well worth it, however, because you can also get the Grass Crest Shield here, which is one of the better normal shields in the game [→☐ 01]. Near the bottom of this area there is also a tunnel that leads to a bonfire, and then onto an elevator that takes you up to the Valley of Drakes.

02 If you have yet to face Havel the Rock, you should take the trip up the stairs at the bottom of this area, and use the Watchtower Basement Key so that you can get through the door into the Undead Burg and fight him. The remainder of this area has a number of Blue Crystal Golems that you will have to contend with. These enemies will start coming towards you from quite a distance away; use this to your advantage and lure them out one at a time. If you go down to the right-hand side of the lakeshore you will also find the Knight Armor Set on a floating corpse. [→☐ 02]

When you are ready to do battle with the Hydra, follow the shallow water out until you are close enough to attack its heads. Make sure you do not wander out too far though, as there is a drop off in the middle of the lake that will kill you. When the Hydra is dead, go to the patch of ground on the left of the lake and follow the series of ladders up to the Darkroot Garden, if you need to go that way, or backtrack the way you came to leave the area more quickly.

03 If you return to this area after visiting another area, you will find that a Amber Crystal Golem has taken up residence in the cave behind the Hydra. By killing this enemy you will free the person trapped inside it, and in this case it happens to be Dusk of Oolacile [→☐ 03]. Freeing her will open another series of summon signs, at which you can summon her and buy various spells. The first summon sign can be found nearby at the water's edge on the shore of the lake.



Valley of Drakes

09_042

01 The only enemies you have to contend with in this whole area are the Wyverns, but their extremely high defense and attack power make them very formidable foes. Make sure you take advantage of the fact that they are spread out and only engage them one at a time. Be especially careful when fighting them on the bridge, because one attack or quick turn from them can easily knock you off. The large door on the other side of the bridge leads to New Londo Ruins, but you can only open it from the other side. You should still cross the bridge, however, if only to climb the tower to the right of the door and collect the accessory that is sitting up there. [→☐ 04]

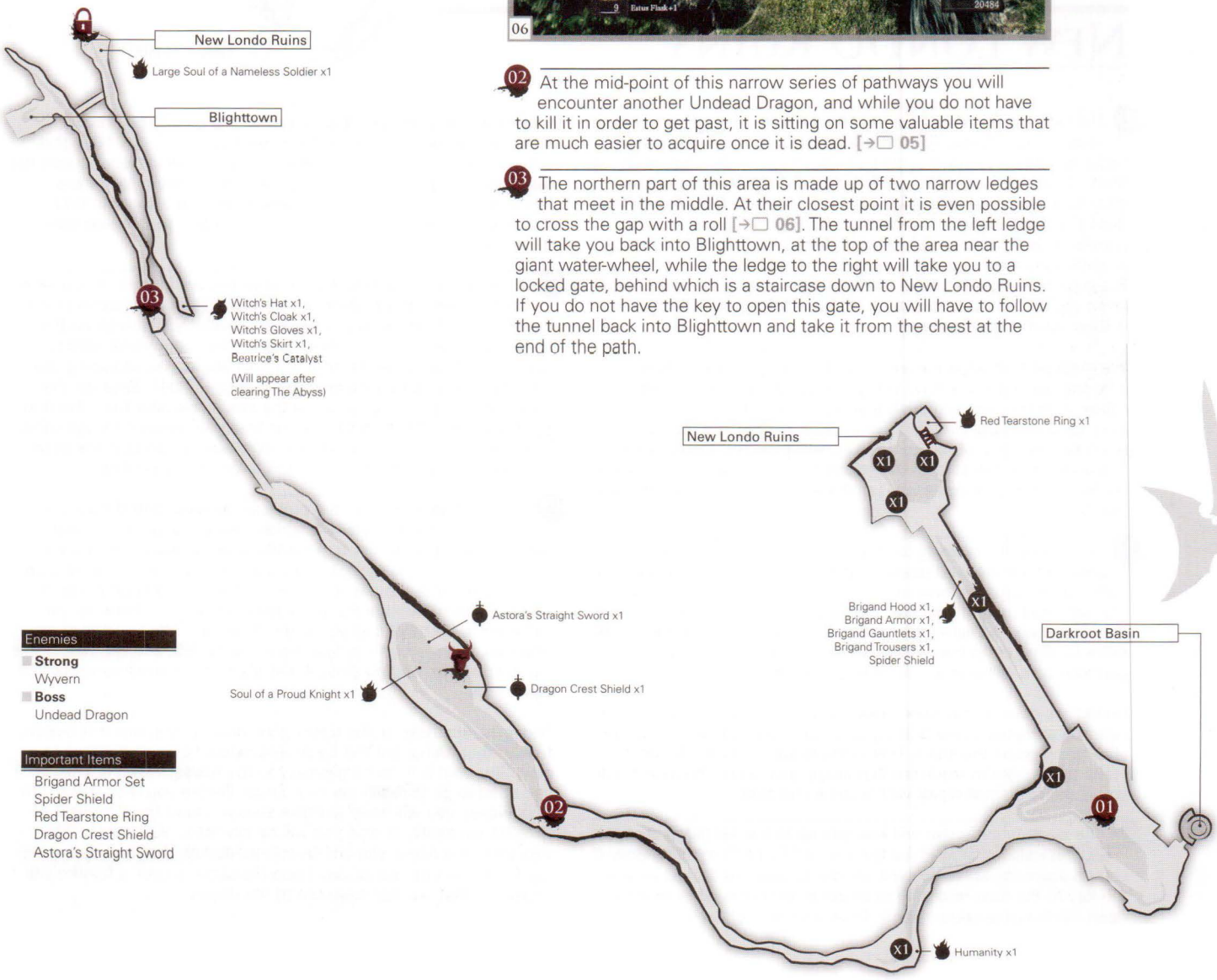

04


05


06

02 At the mid-point of this narrow series of pathways you will encounter another Undead Dragon, and while you do not have to kill it in order to get past, it is sitting on some valuable items that are much easier to acquire once it is dead. [→☐ 05]

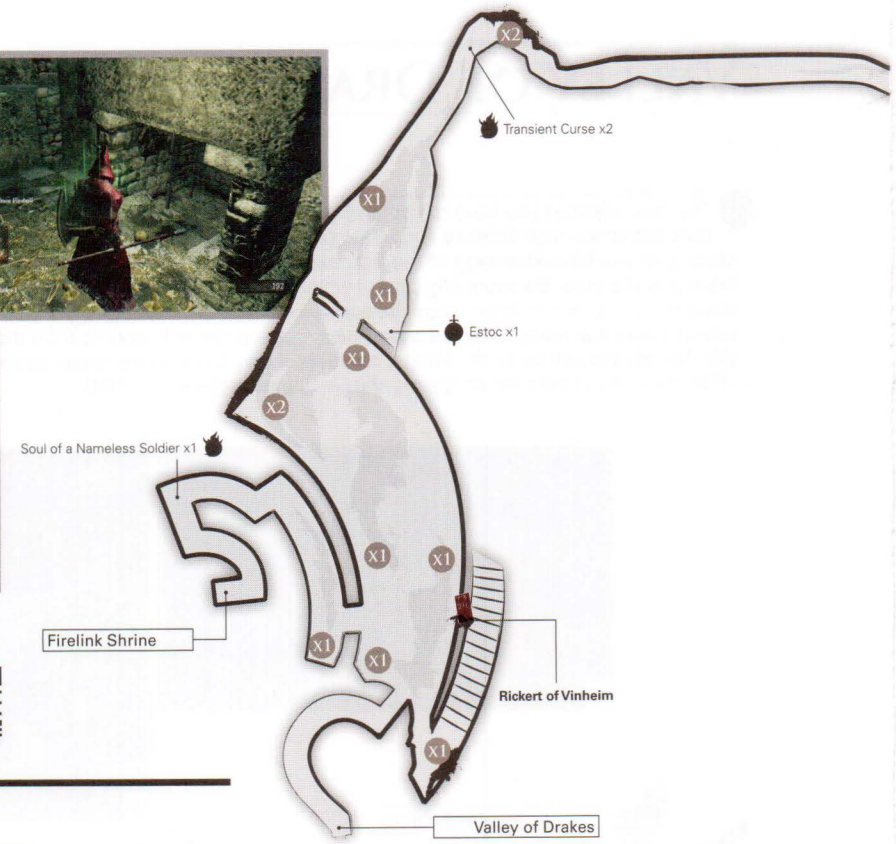
03 The northern part of this area is made up of two narrow ledges that meet in the middle. At their closest point it is even possible to cross the gap with a roll [→☐ 06]. The tunnel from the left ledge will take you back into Blighttown, at the top of the area near the giant water-wheel, while the ledge to the right will take you to a locked gate, behind which is a staircase down to New Londo Ruins. If you do not have the key to open this gate, you will have to follow the tunnel back into Blighttown and take it from the chest at the end of the path.











09_043

New Londo Ruins

01 The New Londo Ruins is a cursed area where the ghosts of fallen warriors roam freely. To hit these ghosts you must also either become cursed, or use a cursed weapon such as the Jagged Ghost Blade. To become cursed you can either use the Transient curse item for a temporary effect, or you can become fully cursed by the Basilisks in the Depths. The Transient Curse item gives you the benefit of being able to keep all your health, but has the downside of potentially running out in a dangerous fight. As long as you have a Purging Stone for use before the boss fight, becoming fully cursed gives you a little more freedom and allows you to explore the area without worrying about time.

The initial path through the area is quite straightforward. There is only one real route to follow, along a series of pathways and staircases, until you come to the fog on your right after descending a long spiral staircase [→☐ 01]. Go through the fog and then follow the bridge along until you come to an entrance into a large building. The ladder near the start of the bridge does not lead anywhere, and is only there to give you a way up should you drop down to the level below.

02 Go through the opening to enter the building, and then go immediately through the next opening slightly to the right to reach a small room. Go through the opening in this room to a bigger room, where you will need to fight your way past a large group of ghosts. Once they have been defeated, go inside the fireplace and use the ladder there to climb up to the rooftop, where you will find a helpful guardian who will give you the Key to the Seal. [→☐ 02]

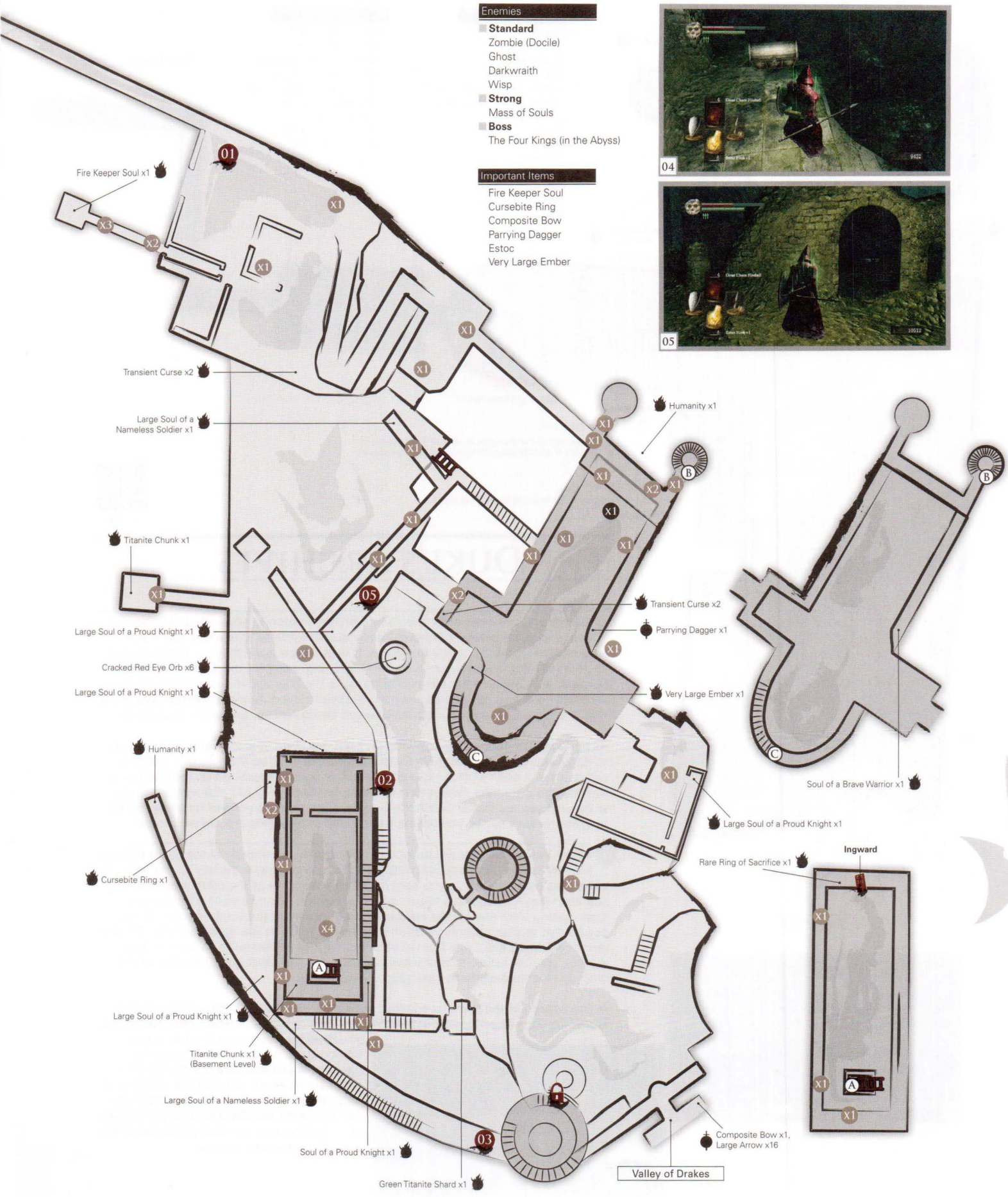
Head back down to the floor below, and then go down the corridor near the entrance to the building and out of the opening on the left after going down the stairs. Follow the ledge along and go up the stairs to the right to reach another ledge, and follow that along until you come to a small tower with a spiral staircase.

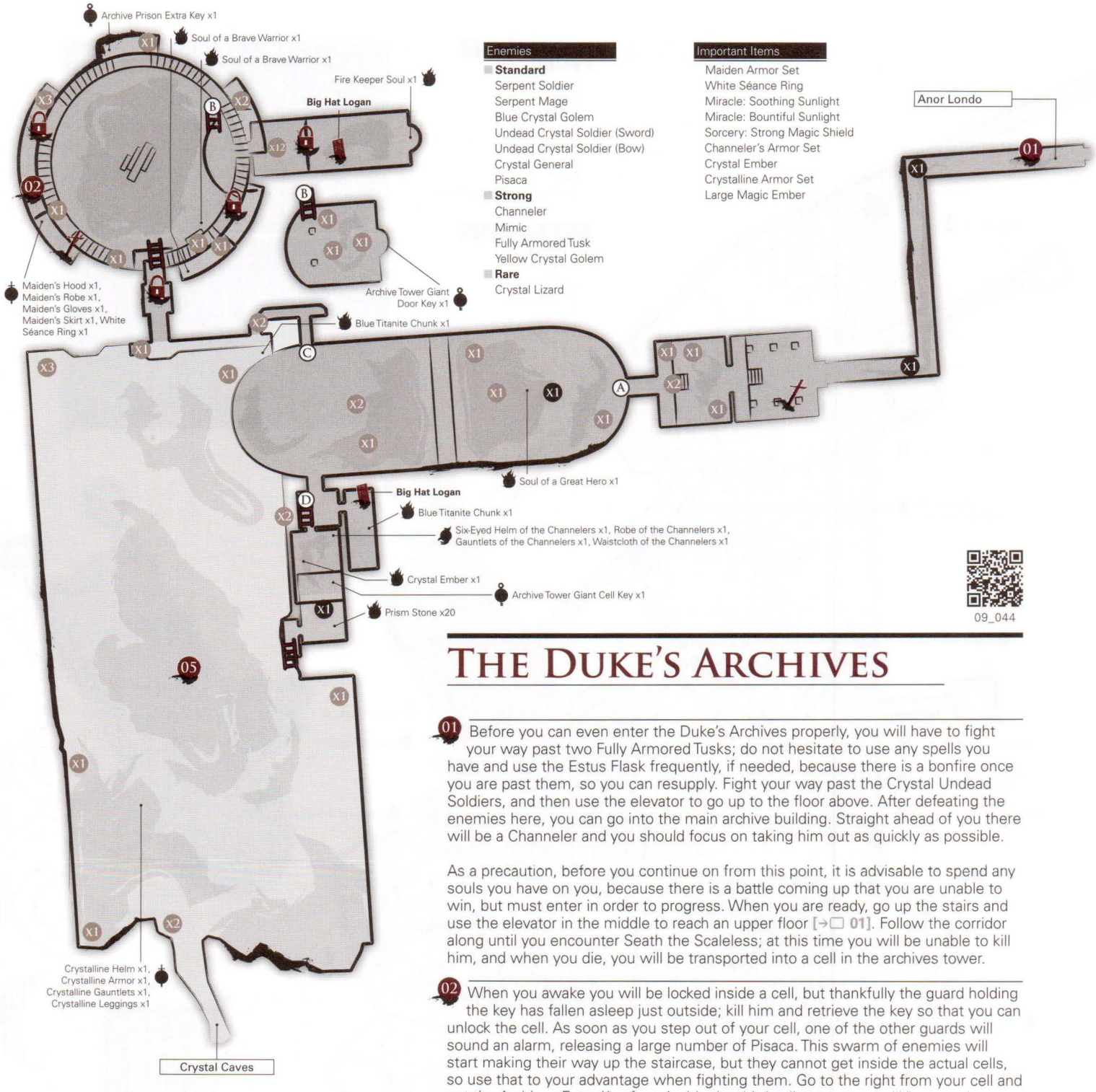
03 The stairs in the tower will lead you up to a small ledge overlooking the Valley of Drakes, where you will find a Composite Bow. If you go down the stairs you will be able to open the locked gate with the Key to the Seal, and then push the lever on the other side to open the massive doors nearby. Opening the doors will cause all the water that had built up in the bottom of the area to be drained, which will allow you to reach the lower floors [→☐ 03]. Now that the water is gone, you will be able to pull the switch just outside the gate to bring up the elevator and use it to go down to the area below. With the doors open, you also now have a shortcut back to the Valley of Drakes, which allows you to return to this area very quickly at any time.

04 If you go up the series of staircases that are in front of you when you first reach this bottom floor, you will eventually come to the lowest floor of a building you were in previously. If you go up the spiral staircase in the far corner of this room you will be able to obtain a number of items from the floor above you, including the important Very Large Ember in the chest [→☐ 04]. Because the water has gone you can also use the nearby elevator from this floor to take you two floors back up to an area you passed through earlier in the level. When you are ready to continue, go through the large doorway opposite the one you used to enter this building.

05 Head left after you exit the previous building, and shortly after the first Darkwraith you encounter, there is a section of wall that you can strike to reveal a hidden passage leading to a chest [→☐ 05]. Follow the main path around when you are done, and go up the stairs into the basement level of a second large building. There are two Darkwraiths and a Mass of Souls in here, so you will need to be careful as you enter. After you have killed all of the enemies, exit through the opening at the far left, and then cross the narrow pathway and go through the fog into the small tower on the other side.

The spiral staircase in this tower goes down a long way and seems to lead to nothing, but the black void below holds a secret of its own. This void is in fact a gateway to the Abyss, which is where you need to go to reach the Four Kings. Before you drop down into it, however, you will need to make sure you have the Covenant of Artorias equipped, or else you will simply fall to your death. When you are in the Abyss you will be surrounded by darkness during the fight with the Four Kings, and once the battle is over, a bonfire will appear so that you can warp out of the Abyss.


Enemies
Standard
Zombie (Docile)
Ghost
Darkwraith
Wisp
Strong
Mass of Souls
Boss
The Four Kings (in the Abyss)
Important Items
Fire Keeper Soul
Cursebite Ring
Composite Bow
Parrying Dagger
Estoc
Very Large Ember
04
05
Fire Keeper Soul x1
Transient Curse x2
Large Soul of a Nameless Soldier x1
Titanite Chunk x1
Large Soul of a Proud Knight x1
Cracked Red Eye Orb x6
Large Soul of a Proud Knight x1
Humanity x1
Cursebite Ring x1
Large Soul of a Proud Knight x1
Titanite Chunk x1 (Basement Level)
Large Soul of a Nameless Soldier x1
Soul of a Proud Knight x1
Green Titanite Shard x1
Humanity x1
Transient Curse x2
Parrying Dagger x1
Very Large Ember x1
Soul of a Brave Warrior x1
Large Soul of a Proud Knight x1
Ingward
Rare Ring of Sacrifice x1
Composite Bow x1, Large Arrow x16
Valley of Drakes
01
02
03
05
A
B
C



Enemies

- **Standard**
  - Serpent Soldier
  - Serpent Mage
  - Blue Crystal Golem
  - Undead Crystal Soldier (Sword)
  - Undead Crystal Soldier (Bow)
  - Crystal General
  - Pisaca
- **Strong**
  - Channeler
  - Mimic
  - Fully Armored Tusk
  - Yellow Crystal Golem
- **Rare**
  - Crystal Lizard

Important Items

- Maiden Armor Set
- White Séance Ring
- Miracle: Soothing Sunlight
- Miracle: Bountiful Sunlight
- Sorcery: Strong Magic Shield
- Channeler's Armor Set
- Crystal Ember
- Crystalline Armor Set
- Large Magic Ember

09_044

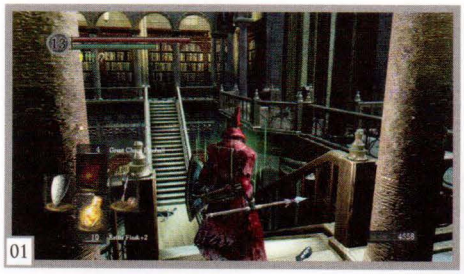
The Duke's Archives

01 Before you can even enter the Duke's Archives properly, you will have to fight your way past two Fully Armored Tusks; do not hesitate to use any spells you have and use the Estus Flask frequently, if needed, because there is a bonfire once you are past them, so you can resupply. Fight your way past the Crystal Undead Soldiers, and then use the elevator to go up to the floor above. After defeating the enemies here, you can go into the main archive building. Straight ahead of you there will be a Channeler and you should focus on taking him out as quickly as possible.

As a precaution, before you continue on from this point, it is advisable to spend any souls you have on you, because there is a battle coming up that you are unable to win, but must enter in order to progress. When you are ready, go up the stairs and use the elevator in the middle to reach an upper floor [→☐ 01]. Follow the corridor along until you encounter Seath the Scaleless; at this time you will be unable to kill him, and when you die, you will be transported into a cell in the archives tower.

02 When you awake you will be locked inside a cell, but thankfully the guard holding the key has fallen asleep just outside; kill him and retrieve the key so that you can unlock the cell. As soon as you step out of your cell, one of the other guards will sound an alarm, releasing a large number of Pisaca. This swarm of enemies will start making their way up the staircase, but they cannot get inside the actual cells, so use that to your advantage when fighting them. Go to the right from your cell and get the Archives Extra Key from inside the third cell you come to. When you have the key, you can return to your initial cell and open the other gate, allowing you to drop down onto a platform for an item. [→☐ 02]

At the bottom of the tower is a locked gate in the room that contained the Pisaca, and while you cannot open it at the moment, do not forget to return here later when you have the key to free Big Hat Logan. Climb up the nearby ladder to reach a platform above and take out the Serpent Guards so that you can pull the switch and turn off the alarm. With the area clear you can also open the chest here to get the key you need to open the door at the top of the area and make your escape.


01


02

03 Once back in the archive building, turn left and start going down the walkway. If you go down the fixed stairs you'll notice that a bookshelf has moved out of the way, opening a path back to the start of the area, but to progress you need to keep on this floor. Continue along until you come to the staircase leading up on the right and then go to the center of it. Here you'll find a handle you can turn to change the orientation of these stairs, and a similar set in the other half of the room; turn the handle once and then continue going up the stairs.


03


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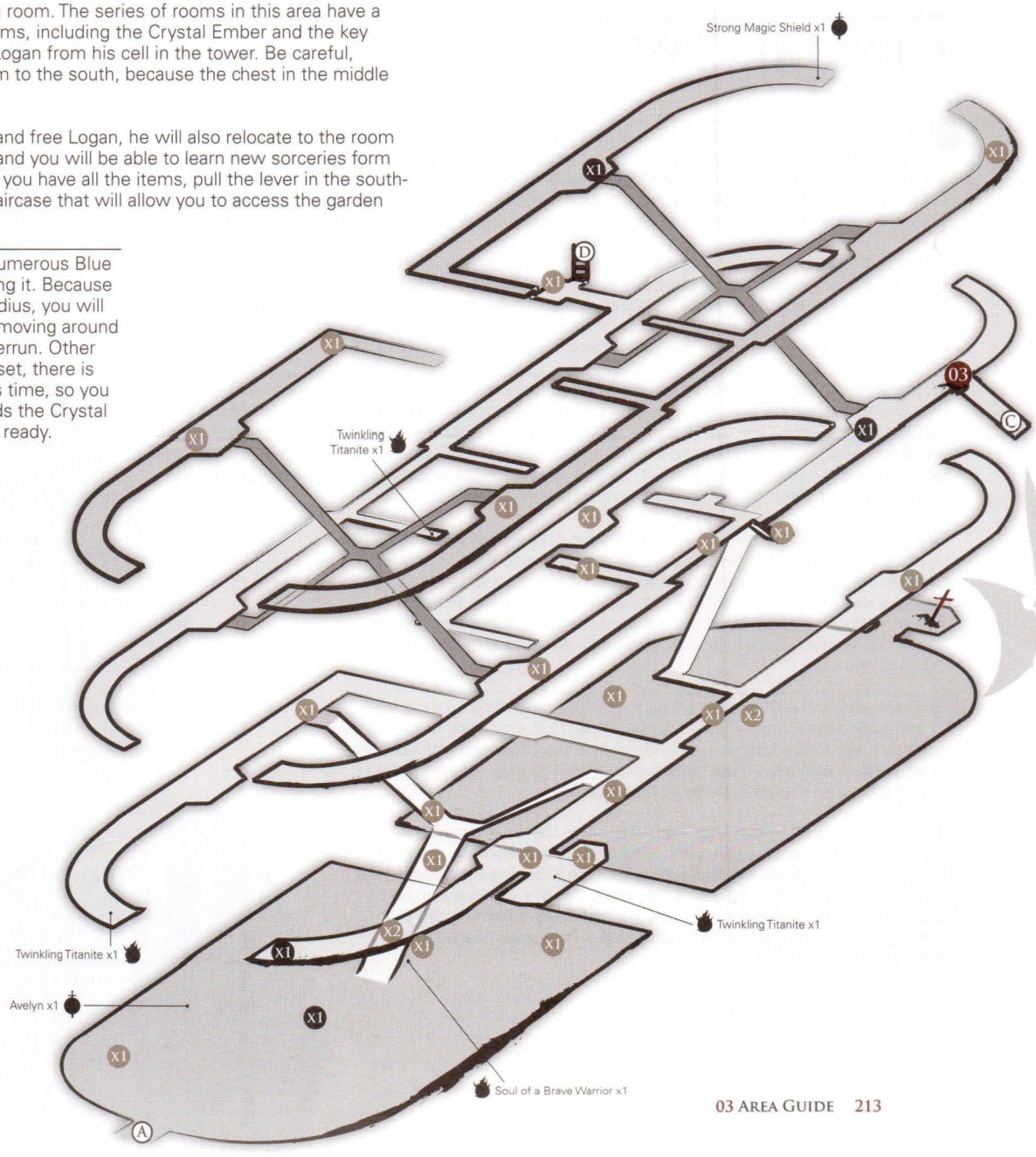

05

Turn left at the top, and then go along the walkway until you come to the opening above the second set of movable stairs. Drop down onto the stairs below, and then turn the handle again to reposition the staircase [→☐ 03]. Now when you go down the stairs you will be able to go through the opening just to the right, and then descend the ladder to the floor below.

04 As soon as you are off the ladder in this area you will notice a switch. If you pull it, you will cause another bookcase to move and open up a shortcut back to the main room. The series of rooms in this area have a number of very useful items, including the Crystal Ember and the key required to free Big Hat Logan from his cell in the tower. Be careful, however, in the main room to the south, because the chest in the middle is actually a Mimic.

If you choose to go back and free Logan, he will also relocate to the room to the right of the ladder and you will be able to learn new sorceries form him [→☐ 04]. As soon as you have all the items, pull the lever in the southern room to open up a staircase that will allow you to access the garden area outside.

05 The garden area has numerous Blue Crystal Golems guarding it. Because of their large detection radius, you will need to be careful when moving around so that you do not get overrun. Other than items and an armor set, there is not a lot to do here at this time, so you should head down towards the Crystal Caves as soon as you are ready. [→☐ 05]





01

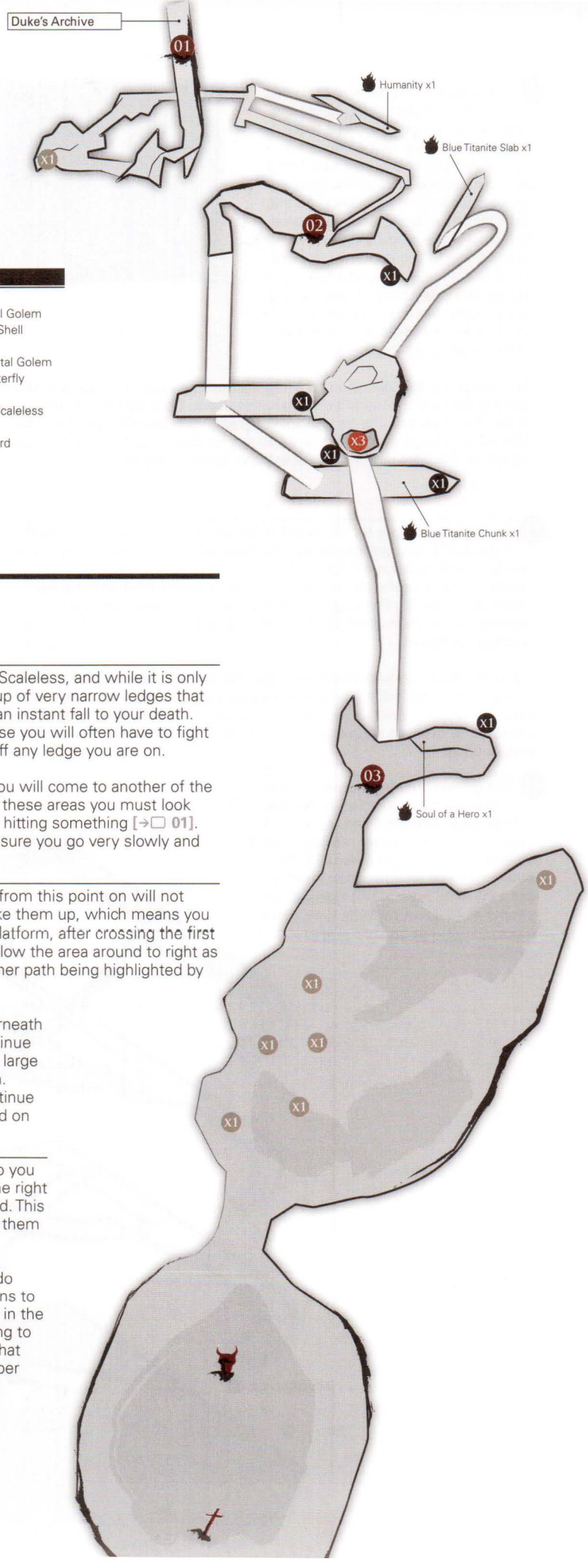


02

Enemies

- **Standard**
  - Blue Crystal Golem
  - Man-Eater Shell
- **Strong**
  - Yellow Crystal Golem
  - Crystal Butterfly
- **Boss**
  - Seath the Scaleless
- **Rare**
  - Crystal Lizard

09_045



Crystal Cave

01 The Crystal Caves are where you will find the lair of Seath the Scaleless, and while it is only a small area, it is still very dangerous. The entire area is made up of very narrow ledges that you must make your way across, and any false step will result in an instant fall to your death. Crossing this hazardous terrain is made even more difficult because you will often have to fight Crystal Golems, and their powerful attacks can easily knock you off any ledge you are on.

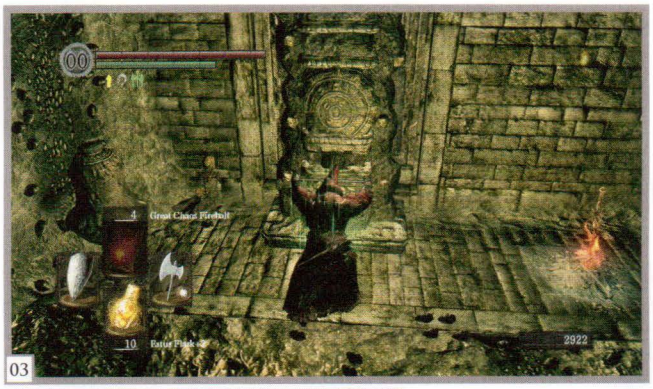
After heading down along the first series of giant crystal shards you will come to another of the Crystal Caves' unique features: invisible floors. To navigate across these areas you must look for places where small pieces of crystal dust are falling down and hitting something [→☐ 01]. Whenever you are crossing one of these invisible sections, make sure you go very slowly and do not move until you are sure the path in front of you is solid.

02 The large Crystal Butterflies that you will see around the area from this point on will not become aggressive unless you get very close to them and wake them up, which means you can avoid fighting them if you wish. When you reach the central platform, after crossing the first invisible bridge, you will be forced to take a small leap of faith. Follow the area around to right as far as you can go and then look down, where you will notice another path being highlighted by the crystal dust. Walk off the platform and drop onto it. [→☐ 02]

Once on this path, quickly turn around and run into the cave underneath the platform and kill the Crystal Lizards hiding there. If you continue through the cave you can cross another invisible bridge to reach a large crystal shard on the other side of the cavern that contains an item. Return to the cave once you have secured the item, and then continue across the invisible bridge you first landed on to reach solid ground on the opposite side.

03 There are no more invisible bridges after you reach this area, so you can walk around safely. Go through the gap in the crystals to the right once you are off the bridge and continue into the large room ahead. This room is filled with Man-Eater Shells, so advance slowly, engaging them one at a time so that you do not get surrounded.

Once they have all been killed, continue on to the next room to do battle with Seath once again, only this time you will have the means to finish him off for good. Killing Seath will cause a bonfire to appear in the room, enabling you to warp out if you wish, but it is worth returning to the room where you first fought Seath in the Duke's Archives so that you can recover your Blood Stain and collect the Large Magic Ember sitting in a chest there.


03


04

The Catacombs – Upper Level

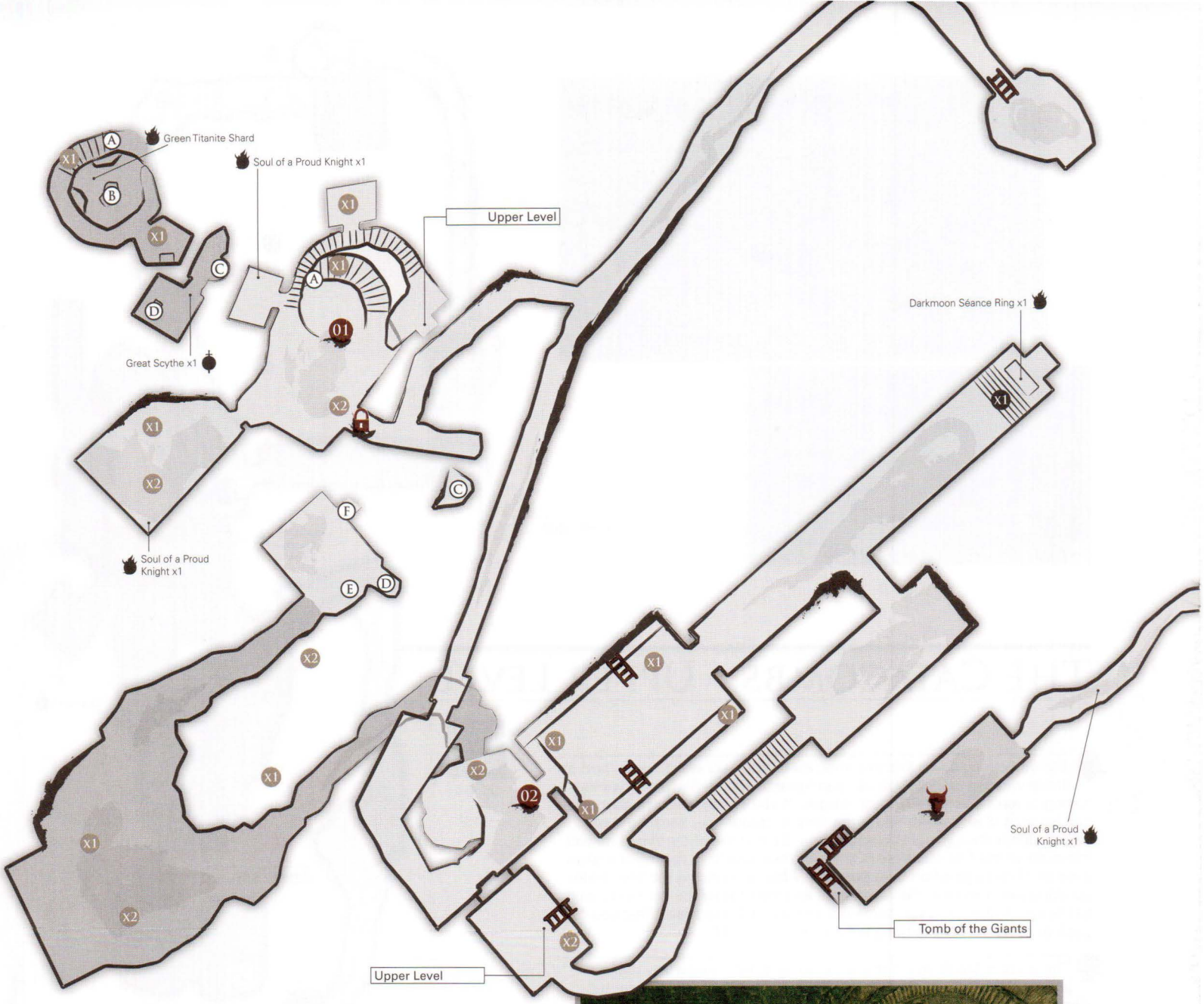
09_046

01 Before coming down into this area, make sure you equip some form of divine weapon, so that you can permanently kill the Skeletons without having to track down the Undead Mages. If you do not have one that you can equip, it is well worth taking the time to create one, because it will pay dividends throughout this entire area. Be mindful of the Wisps as you move down the first staircase in this area, because they can inflict a large amount of damage when they detonate. After descending the first ladder, go along the corridor in the next room, and then follow the narrow tunnel to the left. In the room you come out into you will find a lever that you can push to open the door in the previous room. [➔☐ 03]

02 There are more Wisps in this area, so be careful while you move around the narrow ledges. You also need to be careful not to get too close to the statues that line the edges of these paths, as many of them will fire spikes out as soon as you are within range. At first you will be unable to cross the bridge to the other side of the cavern because of the spikes; follow the path up to the right and push the lever to the rotate the bridge, allowing you to cross.

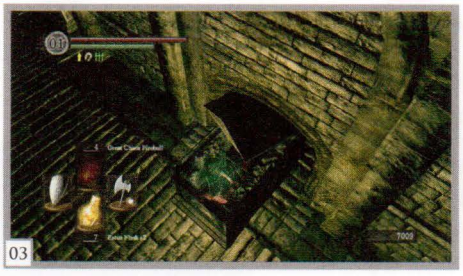
After crossing the bridge, if you go right into the small room there is a patch of dirt that you can fall through to enter a tunnel below [➔☐ 04]. In this tunnel you will find two rare Crystal Lizards that you can kill for some valuable materials. To leave the area, continue along the tunnel and up the ladder. You can fall through another patch of dirt to come back out near the lever you pulled earlier. As soon as you are back across the bridge, go straight into the room ahead and start descending the stairs.



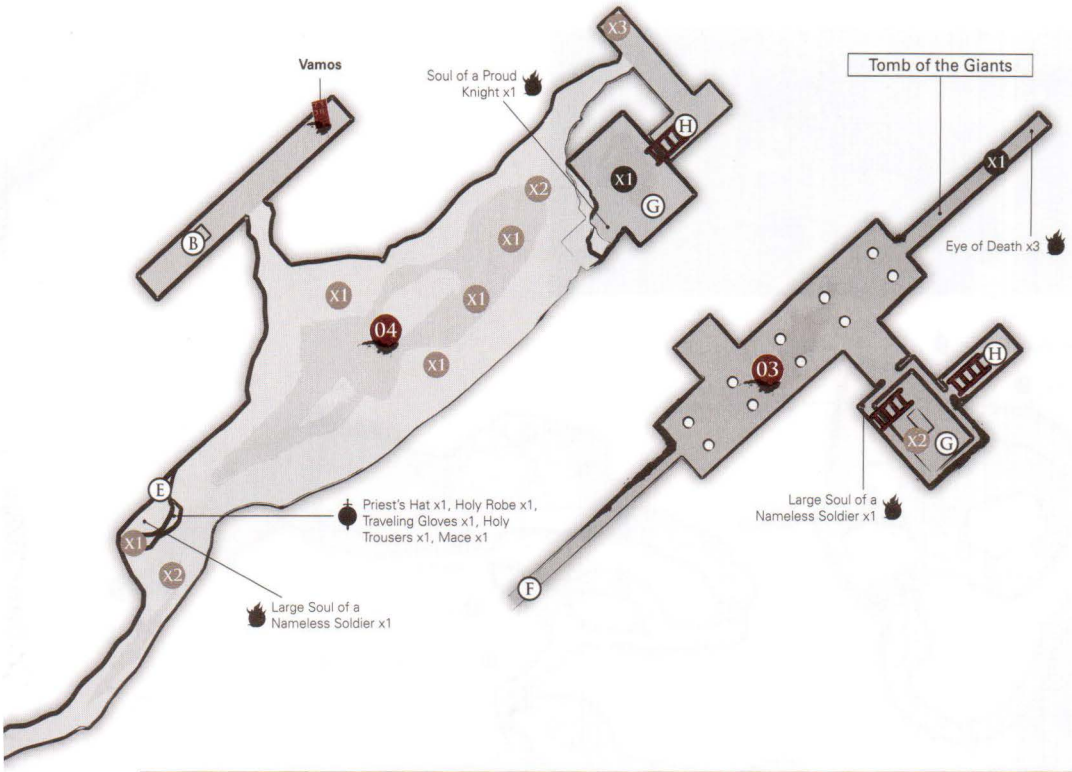

Green Titanite Shard
Soul of a Proud Knight x1
Upper Level
Darkmoon Séance Ring x1
Great Scythe x1
Soul of a Proud Knight x1
Soul of a Proud Knight x1
Tomb of the Giants
Upper Level


01


02
Great Chaos Fireball
5809


03


04



The Catacombs – Lower Levels

01 When you reach the bottom of the first staircase, continue on down the next one until you come to a room on the right; inside this room you will find a switch that you can push to open a door leading out from the area above. At this point you can also take an extremely large shortcut, if you wish, by exiting this room and turning right. From the end of the stairs you can jump between a series of ledges to make your way down safely to the bottom floor. This will put you very close to the boss chamber, Blacksmith Vamos, and skip most of the floor. [→☐ 01]

To progress normally, head back up and go through the door you have just opened. On the other side of the door you are faced with two paths: straight ahead will lead you to an opening, from which you can drop down between two ledges to reach a small cave containing the Great Scythe. From there you can either go through the gap and make your way back up to where you were a moment ago, or fall through a patch of dirt into an area near the end of this floor. If you go left at the fork, you will come out onto a ledge with a spiked bridge to your right. To rotate it so that you can cross, you will need to push the switch located at the end of the path that goes left from here.

02 When you reach this area there is a partially bricked-up wall that you can strike to reveal a hidden room on the other side [→☐ 02]. This first room is filled with Skeleton Warriors, so be careful as you enter and quickly climb up the ladder on the right to take out the archer on the ledge. If you continue on out of this room you will come to a long corridor, at the end of which there is a partially open sarcophagus. If you close in on the sarcophagus, a Giant Skeleton will come crashing into the tunnel, so be ready to face him before you retrieve the ring from within the sarcophagus.

Also in this corridor is an opening on the right that you can walk through and which will take you around to a cave where you can drop through a patch of dirt to quickly get back to the upper level. To continue your progress through the area, return to this position when you are ready, and then go through the opening near the hole in the wall and follow the ledge around to the other side of the cavern. You can take another shortcut if you wish and pick up some useful items along the way, having reached this position by walking near the protruding ledge. You can then drop down to the area below. You will land on a ledge in the cavern near the boss chamber and, if you drop down to the side of this ledge, you can land on another one where you will find the Holy Armor Set.

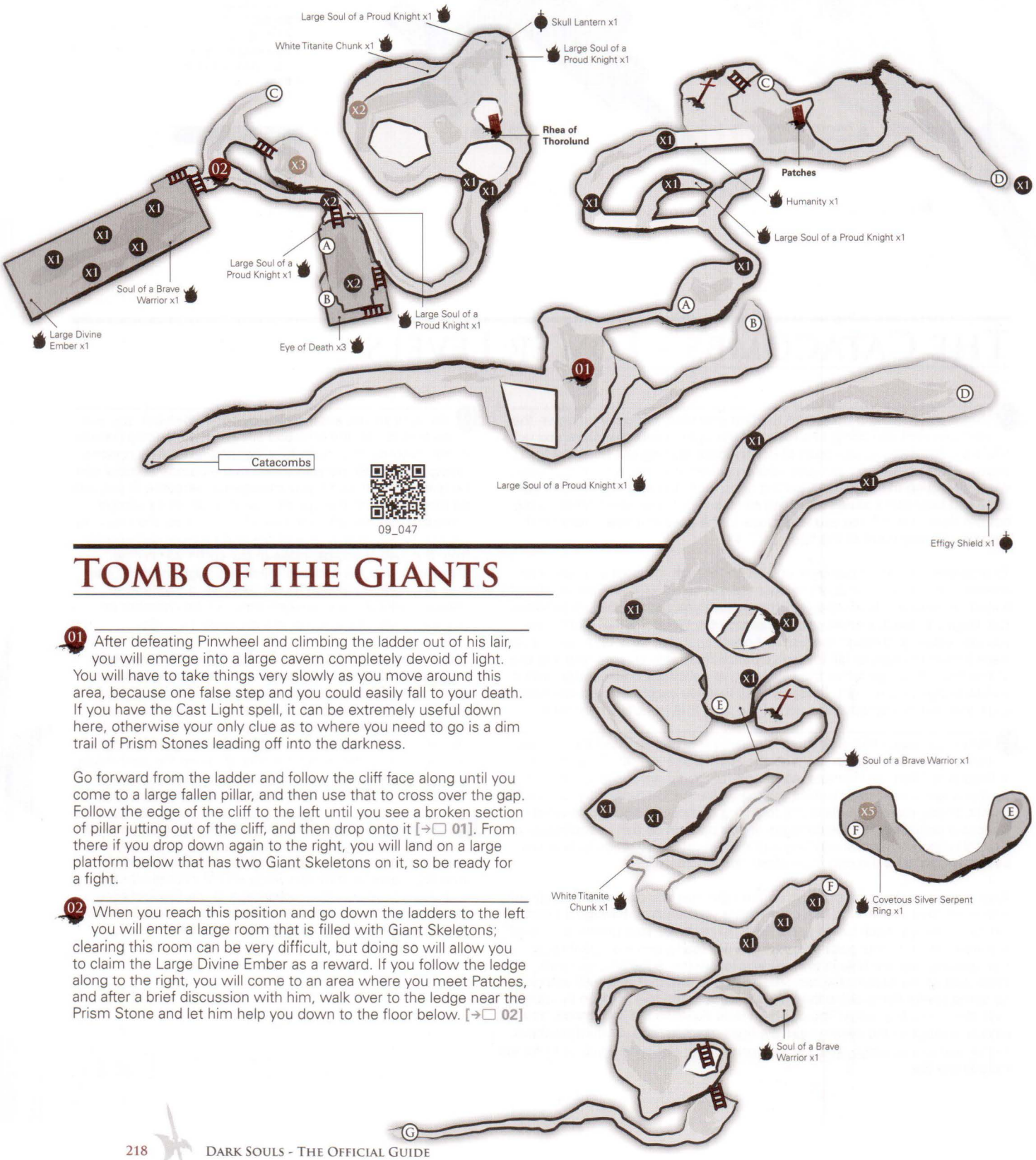
03 As soon as you enter this large burial chamber, you will be able to see the ominous outline of a Prowling Demon in the distance, but, thankfully, fighting it is purely optional. Doing battle with the giant beast in the narrow corridor can be quite difficult, but if you manage to overcome it, you will be rewarded with the opportunity to enter into a unique Covenant. On the left-hand side of the corridor the Prowling Demon was guarding, one of the coffins protrudes slightly from the wall. If you get close to the coffin you will be presented with the option of nestling snugly inside it; after maintaining that position for 30 seconds, a mysterious creature will carry you straight down to the chamber of Gravelord Nito in the Tomb of the Giants. [→☐ 03]

If you enter Nito's chamber via this method you will have the chance to enter into a covenant with him and receive some powerful and unique weapons for doing so. When you are ready to leave his chamber, simply get back into the coffin to return to your original location. To continue normally from there, go through the opening on the right and take the ladder down. Instead of taking the next ladder down, however, step onto one of the broken sections of floor near the coffin to fall to a ledge containing an item.

04 This large cavern is filled with Wheel Skeletons, and so the main thing you have to worry about is that you do not lure them into the corridor where the Blacksmith is working, because they can easily kill him. While you are in this area you should take advantage of the Blacksmith to reinforce your equipment; as soon as you are ready, follow the long path to the boss chamber. [→☐ 04]







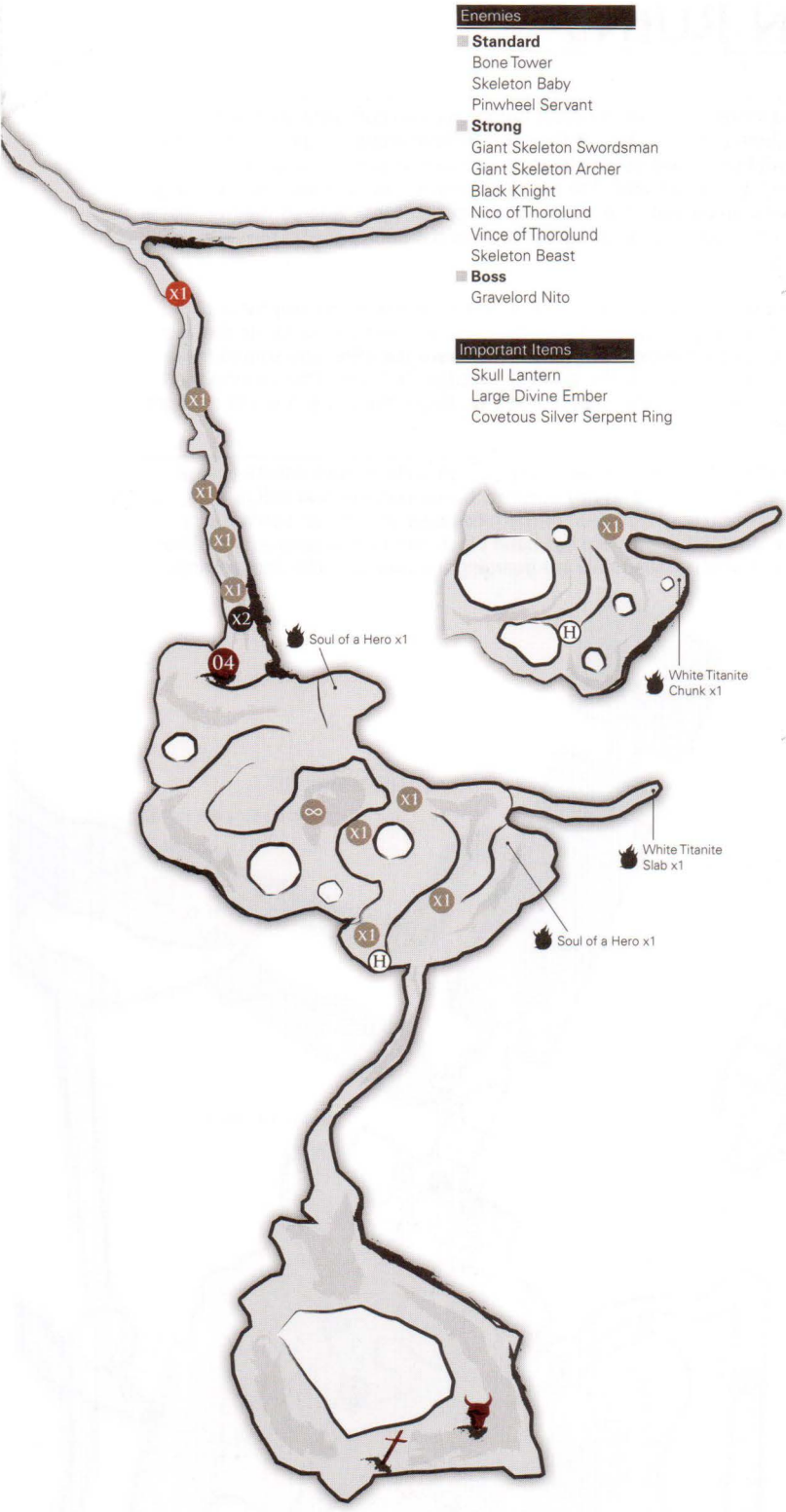
09_047

Tomb of the Giants

01 After defeating Pinwheel and climbing the ladder out of his lair, you will emerge into a large cavern completely devoid of light. You will have to take things very slowly as you move around this area, because one false step and you could easily fall to your death. If you have the Cast Light spell, it can be extremely useful down here, otherwise your only clue as to where you need to go is a dim trail of Prism Stones leading off into the darkness.

Go forward from the ladder and follow the cliff face along until you come to a large fallen pillar, and then use that to cross over the gap. Follow the edge of the cliff to the left until you see a broken section of pillar jutting out of the cliff, and then drop onto it [→☐ 01]. From there if you drop down again to the right, you will land on a large platform below that has two Giant Skeletons on it, so be ready for a fight.

02 When you reach this position and go down the ladders to the left you will enter a large room that is filled with Giant Skeletons; clearing this room can be very difficult, but doing so will allow you to claim the Large Divine Ember as a reward. If you follow the ledge along to the right, you will come to an area where you meet Patches, and after a brief discussion with him, walk over to the ledge near the Prism Stone and let him help you down to the floor below. [→☐ 02]



The only thing he was not lying about is the fact that there is some very useful treasure down here in the form of the Skull Lantern. If you equip this weapon in your character's left hand and hold the attack button, it can be used to light up a large portion of the area, making it easier to find your way. You will also meet Reah of Thorolund down here, and she will warn you about two powerful Hollows nearby that were once her comrades, Vince and Nico. If you defeat them and speak with her again she will be extremely grateful. When you are finished in this area, follow the tunnel and go up the ladder at the end; from there, turn right to reach Patches again and have some stern words with him for an item.

03 If you are using the Lantern now, you will notice that it causes some additional bioluminescent to glow in this area. Follow it and it will lead you to where you need to go. Continue along the path, and be very careful when fighting the Skeleton Beast, because its aggressive attacks can easily knock you off the edge. The route through this part of the area is quite straightforward, and normally there would only be one path to take. The most important thing to pick up during your descent is the Covetous Silver Serpent Ring; to reach it you will need to drop off a ledge near the ramp leading down in the middle of a hole. [→☐ 03]

Before you drop down, however, you should use the ramp to go down and clear the areas below of enemies so that, when you drop down after getting the ring, you do not land in the middle of an enemy group. When you have the ring, continue going down the area, and then after descending the ladder near the bottom, follow the tunnel to come out into a large cavern where the light returns to its normal levels.

04 There is a large number of Pinwheel Servants in this room, and dispatching all of them should be your first goal before exploring for items. When you enter this room, follow the path around to the left and then step off the ledge to land on the narrow path that leads to the other side of the room [→☐ 04]. This route allows you to reach most of the Pinwheel Servants without having to go down into the waterlogged area below. Staying out of that area initially will make things much easier for you, because as soon as you go down there, Skeleton Babies will start continuously spawning.

This can be turned to your advantage, however, as each one of them is capable of dropping humanity, so if you stay here killing them for a while you can collect large amounts of it. The nearby bonfire also allows you to resupply quickly if needed. When you are ready to continue, go up to the area where a large number of wooden beams are piled up against the wall; hack your way through them, and then step through the fog to enter the lair of Gravelord Nito and defeat him to acquire the next Lord Soul. If you return again to this area after you defeat Nito, you will be able to acquire a strong Paladin Armor Set, if you have previously killed the Divine Knight Leroy.


03



04

Demon Ruins


01

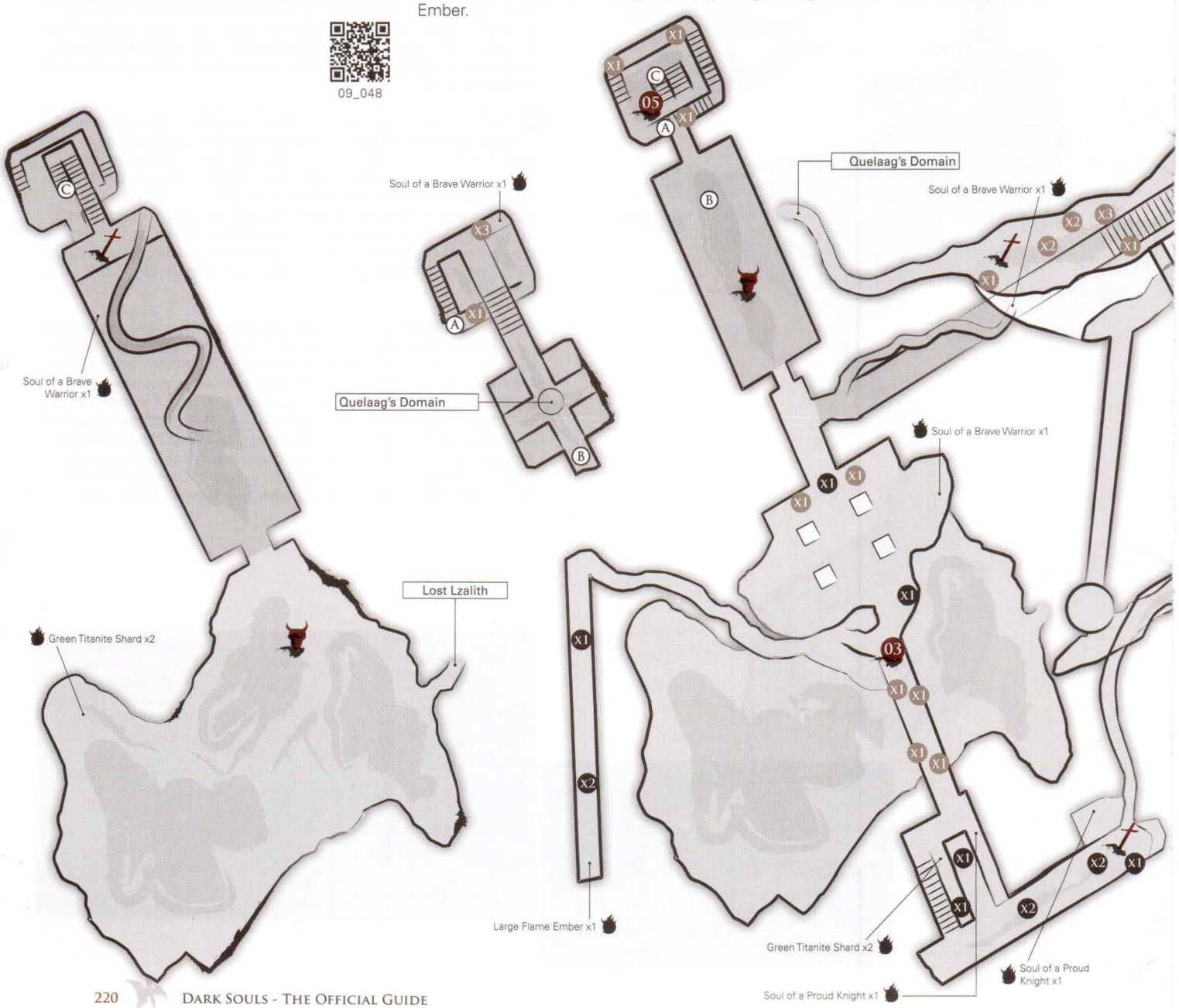

02

01 There is only one more Lord Soul to collect before you can complete your task, but to reach it you will need to survive two of the most difficult areas the game has to offer. Before heading down here, make sure to level-up as much as possible and reinforce your weapons as high as you are able. The path you need to use to reach the later parts of the area is currently underneath the lava field, so your first task is to somehow reduce the lava flow. Follow the path around to the right, cross the bridge and go through the fog on the other side.

Continue along this path and you will soon come face to face with the originator of the lava, the Ceaseless Discharge. Overwhelming the massive creature will cause the lava flow in the area to drop dramatically, but before you leave the area, you should make sure you pick up the armor set near the end of the ledge [→☐ 01]. After picking the items, return to the other side of the cavern, and then follow the slope down to the right to reach the lava field.

02 Now that some of the lava has drained away, you are able to walk across a large swathe of the area that was previously covered. Some pools of lava still remain, however, so make sure you stay well clear of them because you cannot survive very long in them. The far end of the lava field has been blockaded by a large group of Minor Taurus Demons, and that is because they are guarding the very valuable Chaos Flame Ember.

09_048







Lost Izalith

Even if you have managed to get past the demons, however, the Ember will still be sitting in the middle of a pool of lava [→☐ 02]. Trying to pick it up is best left until later, after you have acquired the Orange Charred Ring and can enter the lava without sustaining lethal amounts of damage. When you are ready to continue, follow the path leading off to the side of the lava field down to the structure below.

03 After battling past all of the Minor Capra Demons and going down the large staircase, you will come to this fork in the path, just ahead of the entrance to the internal part of the ruins. If you take the path to the left you will have to battle past a number of strong enemies, but at the end of the path you will be able to claim the Large Flame Ember from a chest. Straight ahead at the fork will take you into a large tunnel with an opening to the right, and fog directly ahead. At the end of the path to the right is a very large door that serves as a shortcut to Lost Izalith, but the only way to open it is to be a level two Chaos Servant [→☐ 03]. To continue normally, go through the fog and do battle with the Demon Firesage on the other side.

04 After defeating the Firesage you will come to a small room with a staircase leading both up and down. Going up will take you to a small area, where you will be able to step on a circular plate to activate an elevator that can take you up to Quelaag's Domain, giving you easy access to this area again should you leave [→☐ 04]. Going down the staircase will take you to a bonfire that you should take full advantage of, because there is another boss encounter to get past at the end of this room.

As you are walking down the large root to the floor below, drop off to the right of it onto the narrow ledge and grab the item sitting underneath the root. When you are ready, continue down to the bottom and go through the fog to fight the Centipede Demon. This fight is extremely dangerous because of the amount of lava in the area, so to make things easier, try to cut off one of the Centipede's extremities so that you can get the Orange Charred Ring. Equipping this will allow you to move around on the lava so that you can avoid the boss's attacks more easily. When he has been defeated, go through the small cave on the left of the area and head towards Lost Izalith.

01 02

x1 x2

Soul of a Proud Knight x1

Large Soul of a Proud Knight x1

Chaos Flame Ember x1

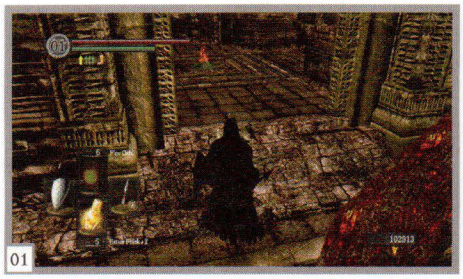
Gold-Hemmed Back Hood x1
Gold-Hemmed Black Cloak x1
Gold-Hemmed Black Gloves x1
Gold-Hemmed Black Skirt x1

Enemies

- **Standard**
  - Egg Carrier
  - Vile Maggot
  - Demonic Statue
  - Chaos Bug
- **Strong**
  - Minor Capra Demon
  - Minor Taurus Demon
  - Burrowing Rockworm
  - Prowling Demon
- **Boss**
  - Ceaseless Discharge
  - Demon Firesage
  - Centipede Demon
- **Rare**
  - Crystal Lizard

Important Items

- Gold-Hemmed Armor Set
- Chaos Flame Ember
- Large Flame Ember





Large Soul of a Brave Warrior x1

Soul of a Hero x1

Rare Ring of Sacrifice x1

Demon Ruins

Chaos Fire Whip x1

Soul of a Brave Warrior x1

Soul of a Brave Warrior x1

Twin Humanities x1

Soul of a Great Hero x1

Demon Ruins

Divine Blessing x1

Divine Blessing x1

Enemies

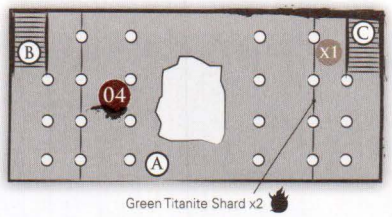
- **Standard**
  - Demonic Statue
  - Chaos Eater
- **Strong**
  - Bounding Demon of Izalith
  - Quelaana of Izalith
- **Boss**
  - Bed of Chaos

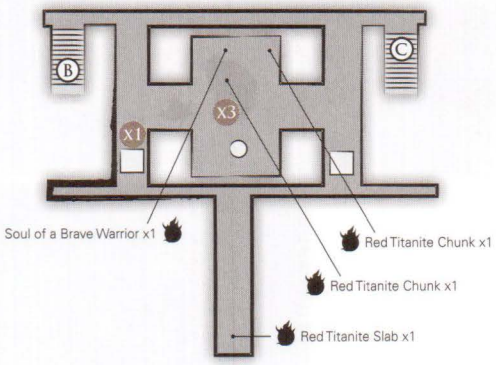
Important Items

Pyromancy: Chaos Fire Whip

Lost Izalith

09_049





01 Like the Demon Ruins before it, Lost Izalith has lava flowing throughout most of the area, so always have the Orange Charred Ring equipped, and avoid staying in the lava for too long wherever possible. The first part of this area is made up of one giant lava field, filled with Bounding Demons. Fighting them while in the lava is all but suicidal. Your best option is to use a ranged weapon from near the entrance to the lava field and lure them toward you so that you can fight them from a better position.

If you manage to lure more than one at a time they will often do most of the work for you, by inflicting massive amounts of damage on each other while they try to attack you. Your best opening for moving in and doing damage yourself is after their jumping attack; the recovery on this move normally allows you to close in and land quite a few hits. These enemies do not respawn if you rest at the bonfire nearby, so to make things easier, do not hesitate to use any spells you may have equipped.

02 Clear a path across the lava field, and then run across it and enter this building through the opening in the front. The Bounding Demons cannot enter this position, so you can use it to lure more of them over to the building, and then use quick hit-and-run tactics near the entrance to finish them off. Once you have thinned their numbers a bit, run across the lava to the right and head towards the next building.

About halfway between the two buildings, a large tree root will form a path rising up out of the lava. If you follow it up you will be able to get an item from the end of a broken section of bridge. When you have the item, drop back down to the floor below, as close to the building as you can. The center of the front wall of this building is actually a fake wall that you can strike to reveal an entrance to the building, inside which is a very useful bonfire [→☐ 01]. When you are ready to continue from here, run across the lava and go inside the broken section of bridge opposite the building, and from there climb the root up to the next floor.

03 When you reach this point you can continue straight ahead and go to the boss fight right away, if you wish, but there are a number of good items that are worth spending the time collecting first. Turn right as you exit this building, follow the root all the way down to the next floor and from there follow the base of the building around to the right for a soul item. When you have that, go back to the area where you got off the root, and then drop down onto another root, just off the side of the building, to get a ring. [→☐ 02]

Make your way back up again to the building where you started from and this time go down the root directly in front of the building to reach a large open area below. If you look to the left you will notice an item on a corpse underneath an overhang, but this item is in fact a trap, so do not go running out there after it. The floor in that area will collapse as soon as you step on it, and if you are in the middle you will land right into one of the Chaos Eaters lying in wait below. Stick to the left-hand wall as you enter, and then, when the floor breaks, you will land on a branch that you can use to go down.

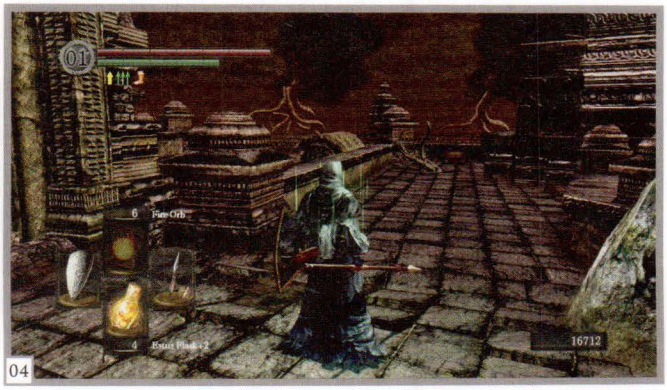
04 Follow the root all the way down to the raised area on the left, but instead of going down the stairs, head towards the opening you entered the area from and fall down into the narrow passage below. This area is filled with toxic mud, just like the swamp in Blighttown, so you will need to be as fast as possible down here. Quickly run forward, and then turn right into the passage containing the chest and retrieve the red Titanite Slab from it.

Make your way back to where you first fell down, and then go up towards the middle of the room. Be careful when walking past the large holes in the floor, because falling into one means certain death. Once you've cleared the central area of enemies, retrieve them, and then use the stairs on the right of the room to go back up to the floor above. From here you can follow the root system and make your back up again to leave the area. [→☐ 03]

05 Be very careful as you approach the entrance to the boss area, because there may be two Crestfallen Warriors at the top of the stairs, and fighting both at the same time is extremely dangerous. Try to lure the knight down the stairs without alerting the mage to make the battle much simpler. When they are both dead, continue straight along the path and follow it to the right to get the Pyromancy: Chaos Flame Whip, and then make your way back and go through the fog to battle the Bed of Chaos. Defeating this boss will give you the final Lord Soul you need, so you can now return to the Firelink Altar. [→☐ 04]



03

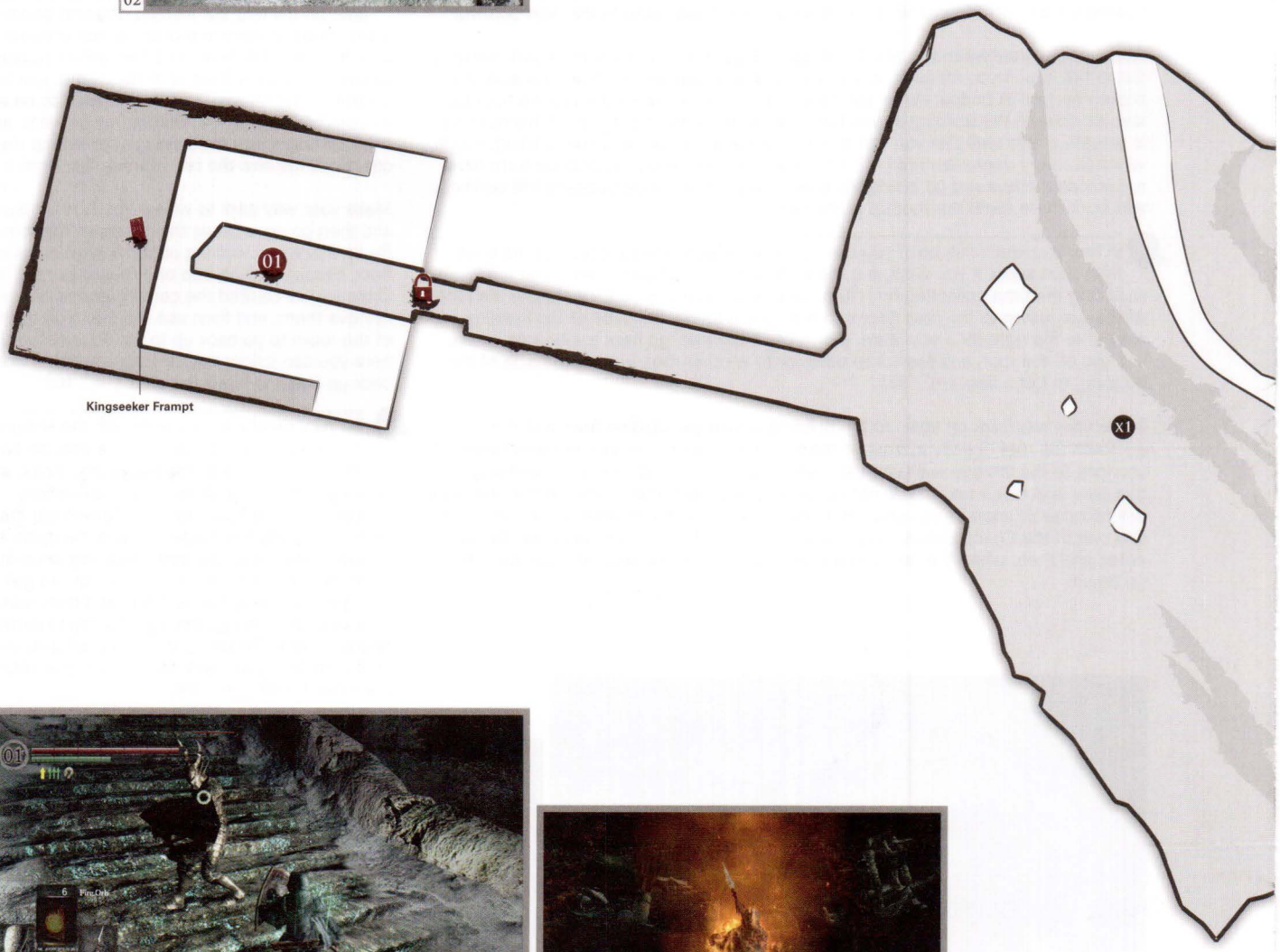


04


01


6 Fire Orb
10 Estus Flask +2
59592
03


02


01
Kingseeker Frampt
X1


6 Fire Orb
10 Estus Flask +2
61320
04


05

Kiln of the First Flame

09_050

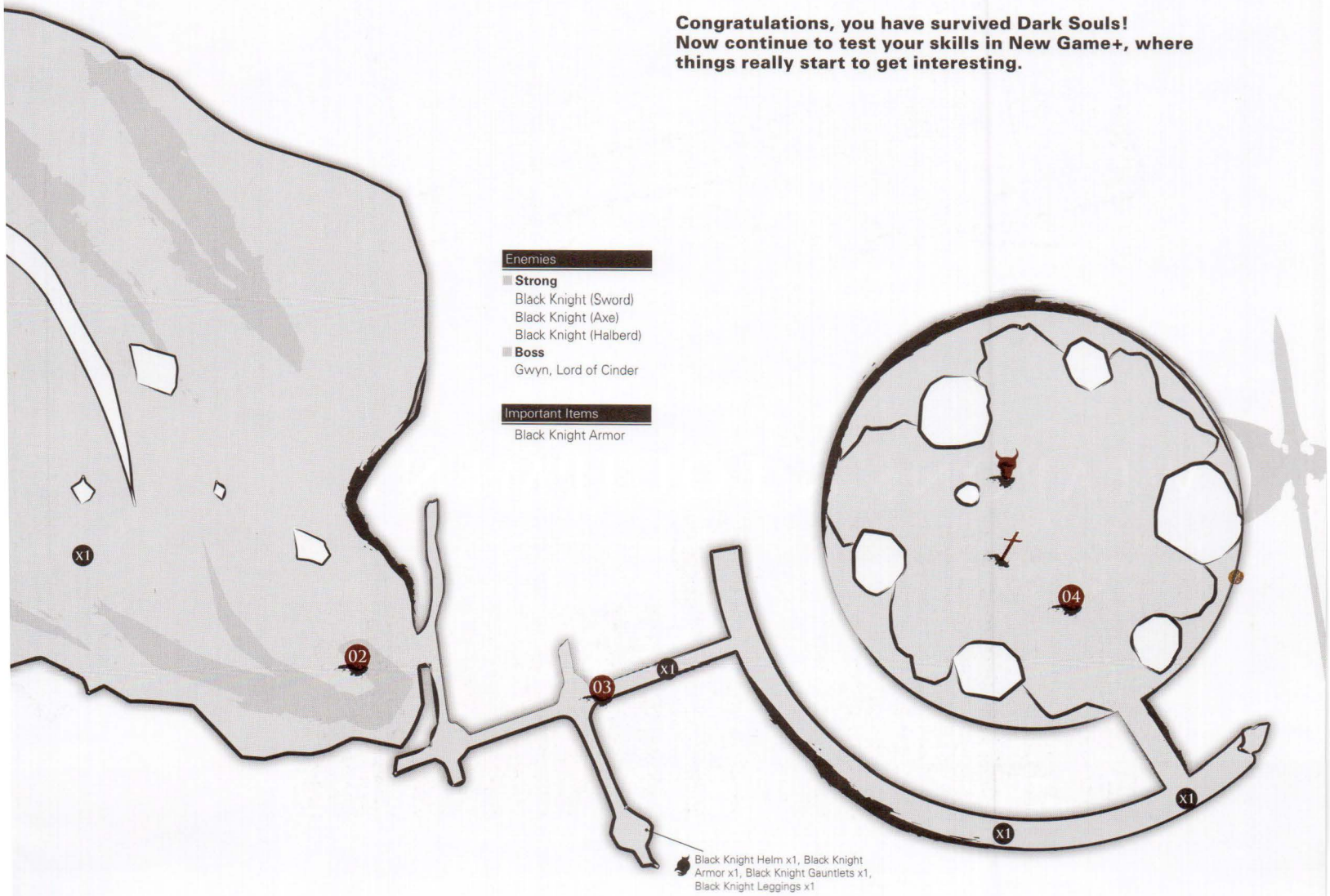
01 Now that you have them all, you can finally place all of the Lord Souls into the Lordvessel sitting on the shrine, and doing this will open the door leading to the Kiln of the First Flame [→☐ 01]. This area of the game is relatively small, but there are numerous strong Black Knights to contend with before you can test your mettle against Gwyn. Once the door has been opened you can come and go as often as you like to this area, so if the enemies or Gwyn are proving to be too strong for you at this time, you can always level-up some more elsewhere and then return to try again.

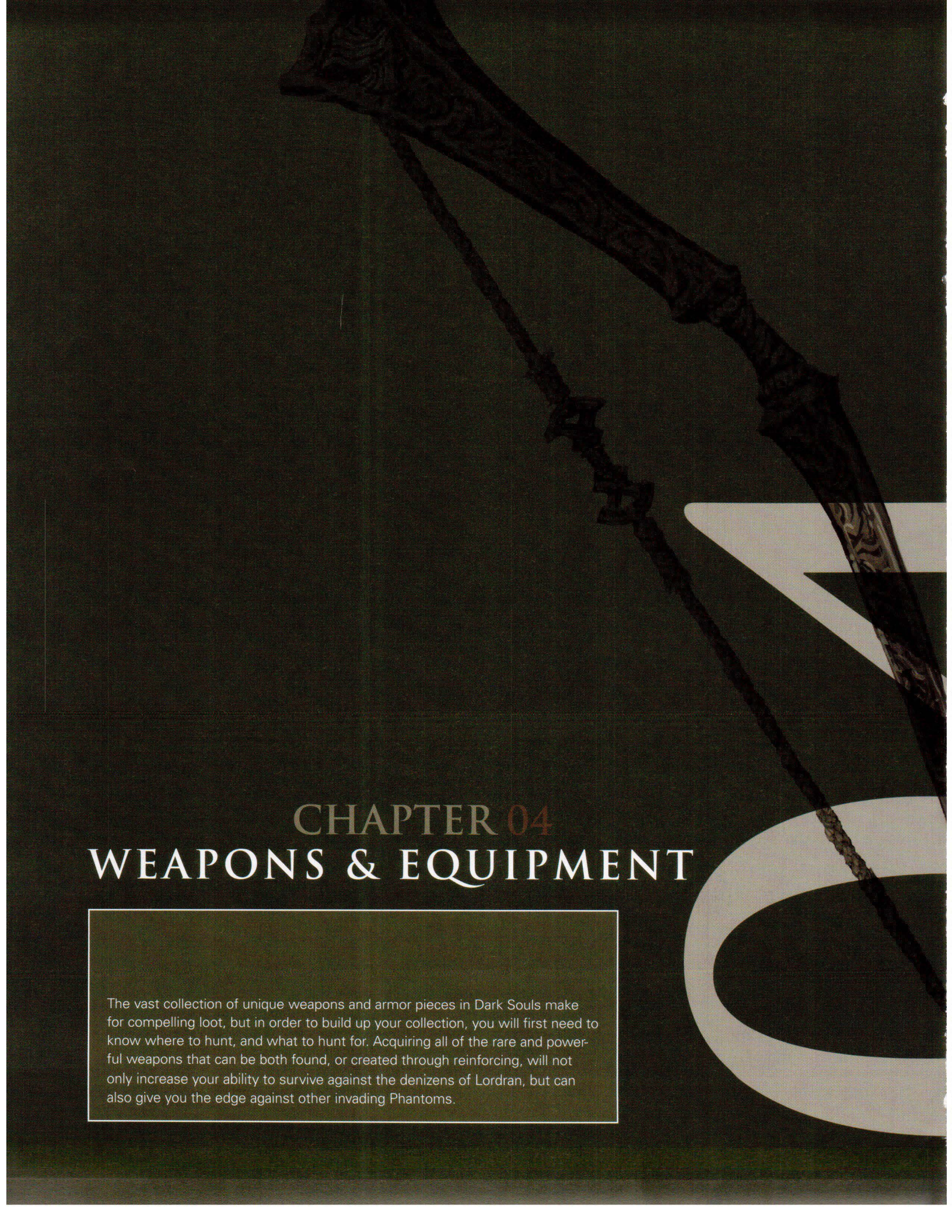
02 The Kiln of the First Flame is a desolate, ash covered area that is devoid of all life save for the Black Knights, so fight your way past them and head down to the series of narrow walkways. Follow the path round to the left, past the first intersection, and then turn right at the next one; at the end of this path you will find a complete set of Black Knight Armor on a precariously balanced corpse hanging over a ledge. [→☐ 02/03]

03 Follow the path back, and then turn right at the previous intersection; there is a Black Knight blocking this bridge, so instead of fighting him on the narrow path, lure him back to the intersection and fight him there to lower the risk of falling off. There are only two more Black Knights to get past now, and they are on the final stretch of the path leading down into Gwyn's lair; take them on one at a time, using the height difference on the stairs to give you an advantage [→☐ 04]. Now is the time to make any final preparations before heading in to fight Gwyn, and as soon as you are ready, step through the fog and let battle commence.

04 After defeating Gwyn you will need to make one final decision that will affect the outcome of your journey. If you touch the bonfire that appears in the area, you will choose to become one with the flame and trigger the Link the Fire ending. If you walk away from the bonfire and try to leave the area, you are choosing to keep the power for yourself, and by doing so, will get the Dark Lord ending. Outside of personal preference, neither ending has any direct consequences, so simply choose the one that most suits your taste. [→☐ 05]

Congratulations, you have survived Dark Souls! Now continue to test your skills in New Game+, where things really start to get interesting.





CHAPTER 04
WEAPONS & EQUIPMENT

The vast collection of unique weapons and armor pieces in Dark Souls make for compelling loot, but in order to build up your collection, you will first need to know where to hunt, and what to hunt for. Acquiring all of the rare and powerful weapons that can be both found, or created through reinforcing, will not only increase your ability to survive against the denizens of Lordran, but can also give you the edge against other invading Phantoms.



How to Use This Chapter

On the following pages you'll find comprehensive data and information on every weapon and piece of armor in Dark Souls. To make sure that this data is as easy to use as possible we'll go through the way it's presented here.

Categories & Sorting Order

In this section we will take you through every weapon the game has to offer. These are divided into the specific weapon categories to make the type you are looking for easy to find. We describe each of the different attacks for each weapon type, along with any unique attacks that special weapons may have. Because of the sheer number of different weapons, and possible variations of each one, you can find the stats for each weapon at the crucial +5, +10 and +15 levels where applicable. With this information, you can plan all of your reinforcing ahead of time, and reduce the need to spend precious materials experimenting.

The icons used for the stats here are the exact same ones that are displayed in the game, making it very easy for you to keep track of things. To avoid any confusion, however, here is a list of the icons and what they represent:

Weapons are organized by different categories in the game, and we've used the same categories here. At the start of each weapon category we'll provide an overview of the type of weapon it is, and the kind of situations they are most suited to being used in. These overviews can give you a quick insight into the weapon's strengths and weakness and can help you decide if it is the kind of weapon that you want to use.

General Attacks

The General Attacks are the common moves that each weapon within a category shares. The descriptions for the attacks give you a quick indication of what type of attack it is, along with the speed and motion of it. If a weapon has a variation on any of these attacks, there will be a separate note within that weapon's section with an additional description detailing the differences.

Category: Attack Values

Icon	Description
	Amount of Physical damage inflicted
	Amount of Magic damage inflicted
	Amount of Fire damage inflicted
	Amount of Lightning damage inflicted
	Critical hit damage bonus

Category: Damage Reduction

Icon	Description
	Percentage of Physical damage reduction
	Percentage of Magic damage reduction
	Percentage of Fire damage reduction
	Percentage of Lightning damage reduction
	Stability (higher the number, the less stamina used when blocking)

Category: Parameter Bonus

Icon	Description
	Parameter bonuses are additional boosts to a weapon's damage or defensive capabilities based on your characters Strength, Dexterity, Intelligence or Faith parameters. The scale used goes from E for the smallest bonus, to S for the biggest.

Category: Required Parameters

Icon	Description
	These use the same set of icons as the Parameter Bonus, and the number displayed alongside it represents the minimum number for a specific stat that is required to wield that weapon.

Example Weapon Data

Dagger 01



Type Slash/Thrust | **Weight** 0.5 | **Upgrade** 100

Stability 26 | **Durability** 200

Acquired from Sorcerer (default), Undead Merchant (male) 300 Souls

03

5 8 0 0

45 10 30 30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dagger	56	0	0	0	131	E	B	–	–	45	10	30	30	50
Dagger+5	84	0	0	0	131	E	B	–	–	45	10	30	30	
Dagger+10	112	0	0	0	131	E	B	–	–	45	10	30	30	
Dagger+15	140	0	0	0	131	E	B	–	–	45	10	30	30	

01 Weapon Name

This entry is the weapons name, exactly as you will find it in the game.

02 Weapon Icon

To go along with the name, we have also included an icon for the weapon so that you know exactly what it looks like.

03 Basic Info

This part of the weapon's entry shows the following information:

Type: This is the attack type of the weapon where you will find what type of damage the weapon is capable of inflicting.

Weight: The weapon's weight value, which will tell you how much it will contribute to your Equip Load.

Upgrade: The cost in Souls that you will have to pay every time you wish to reinforce the weapon. This section may also include any special material require to reinforce the weapon.

Durability: This is the starting value for the weapons durability; the higher the number here, the longer you can go without having to repair it.

Acquired from: Here you will find the different weapons that it is possible to acquire the weapon, which will range from which enemy drops it, the area in which you can find it, who you can buy it from, or if it requires you to ascend a normal weapon into it through use of a Boss Soul.

This column simply shows you the amount of Souls you will receive from Kingseeker Frampt if you feed the item to him.

Example Armor Data



There are many different armor pieces that you'll come across in Dark Souls, and all have their own unique values for a number of important categories. To make sure that you get the most of the data, we'll go through an example page here so that you know what each different value represents.

Armor Upgrade Data

Similar to your weapons, armor also grows a lot in strength through efficient reinforcing, so to let you know exactly how well you will be protected, we will again provide the stats for every armor piece at their base, +5 and +10 levels. Through this information you will be able to plan ahead, and mix and match pieces between sets to come up with the best combination for your character.

Category: Attack Type Defense

Icon	Description
	PhysDef: The amount of protection you receive against Normal attacks
	StrikeDef: The amount of protection you receive against Striking attacks
	SlashDef: The amount of protection you receive against Slashing attacks
	ThrustDef: The amount of protections you receive against Thrusting attacks

Category: Sorcery Defense

Icon	Description
	MagDef: The amount of protection against Magic based attacks
	FireDef: the amount of protection against Fire based attacks
	LitngDef: The amount of protection against Lightning based attacks

Category: Resistances

Icon	Description
	Poise: This value determines your characters ability to maintain its offense form while receiving attacks; the higher the number, the more likely you will not be interrupted or staggered.
	Bleed Resist: How much additional resistance the armor has to Bleed.
	Poison Resist: How much additional resistance the armor has to Poison.
	Curse Resist: How much additional resistance the armor has to Curse.

01 Set Name

The is the name given to full armor sets, comprising of matching pieces for the head, chest, hands and legs.

02 Full Suit Icon

Here you can see how the full set of armor would look on either a male or female character.

03 Individual Piece Icons

Next to the full suit picture you can also see a slightly more zoomed look at each piece separately so that you can visualize how they would look with other armor pieces.



Warrior Set 01

Armor 04	Durability	Weight	Frampt Souls	Acquired from	05				06			07			
Standard Helm	250	3.5	100	Warrior (default), Depths (1)	14	8	16	14	8	8	3	5	9	8	0
Standard Helm +5	250	3.5			22	12	25	22	13	13	5	5	10	9	0
Standard Helm +10	250	3.5			34	19	39	34	19	19	7	5	13	11	0
Hard Leather Armor	250	5.9	100	Warrior (default), Depths (1)	28	30	28	28	20	27	23	0	23	20	0
Hard Leather Armor +5	250	5.9			44	46	44	44	31	42	36	0	25	22	0
Hard Leather Armor +10	250	5.9			68	72	68	68	48	65	56	0	32	28	0
Hard Leather Gauntlets	250	3.5	100	Warrior (default), Depths (1)	17	18	17	17	12	16	13	0	14	12	0
Hard Leather Gauntlets +5	250	3.5			27	28	27	27	19	25	20	0	15	13	0
Hard Leather Gauntlets +10	250	3.5			41	44	41	41	29	39	32	0	20	17	0
Hard Leather Boots	250	3.5	100	Warrior (default), Depths (1)	17	18	17	17	12	16	13	0	14	12	0
Hard Leather Boots +5	250	3.5			27	28	27	27	19	25	20	0	15	13	0
Hard Leather Boots +10	250	3.5			41	44	41	41	29	39	32	0	20	17	0

04 Basic Info

The same general information from the Weapons section can also be found here for each armor piece, allowing you again to check the important durability and weight stats.

05 Attack Type Defense

These values show you how well the armor defends you against the different types of striking damage that can be inflicted. Each piece of armor has their own figures for these values, and they all add up towards your overall defense.

06 Sorcery Defense

These stats let you know how well the armor will protect you against either pure sorcery attacks, or melee attacks that have these additional properties.

07 Resistances

Armors also help defend you against many different adverse effects, and in some areas of the game, having higher resistance values can be a lot more useful than normal protection.

DAGGER

Daggers are renowned for their speed and precision, and this trait is carried over perfectly in Dark Souls. Most daggers are capable of both slashing and thrusting attacks, which makes them very versatile and useful against a number of enemies. Their speed means they are excellent at interrupting an opponent's attack for easy critical hits, and once an attack connects, successive strikes are nearly always guaranteed. This is made even more deadly by the fact that Daggers also have an extremely high critical hit damage modifier, which allows them to do more damage with critical hits than many stronger weapons.

The quick strikes and small attack motion also make them perfect weapons to use in confined spaces like narrow tunnels or small buildings. Daggers also have the unique ability of being able to parry when equipped in the left-hand, which allows you to dual wield weapons and still be able to counter enemy attacks.

General Attacks

Attack	Description
Weak Attack	Quick horizontal slash that can combo into others with success inputs
Strong Attack	Slower lunging thrust that can be followed with a slash with an additional input
Roll + Weak Attack	Quick long-range thrust
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing horizontal slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Long-range jumping attack
Two-Handed Weak Attack	Quick vertical slash, followed by a horizontal slash with an additional input
Two-Handed Strong Attack	Long range thrusting attack

DAGGER



Type Slash/Thrust | **Weight** 0.5 | **Upgrade** 100

Stability 26 | **Durability** 200

Acquired from Sorcerer (default), Undead Merchant (male) 300 Souls

5	8	0	0
45	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dagger	56	0	0	0	131	E	B	–	–	45	10	30	30	50
Dagger+5	84	0	0	0	131	E	B	–	–	45	10	30	30	
Dagger+10	112	0	0	0	131	E	B	–	–	45	10	30	30	
Dagger+15	140	0	0	0	131	E	B	–	–	45	10	30	30	
Crystal Dagger	123	0	0	0	131	E	B	–	–	45	10	30	30	1
Crystal Dagger+5	151	0	0	0	131	E	B	–	–	45	10	30	30	
Lightning Dagger	112	0	0	112	131	–	–	–	–	45	10	30	30	500
Lightning Dagger+5	154	0	0	156	131	–	–	–	–	45	10	30	42	
Raw Dagger	96	0	0	0	131	D	D	–	–	45	10	30	30	50
Raw Dagger+5	128	0	0	0	131	D	D	–	–	45	10	30	30	
Magic Dagger	63	69	0	0	131	E	E	C		45	10	30	30	50
Magic Dagger+5	84	92	0	0	131	E	E	–	–	45	10	30	30	
Magic Dagger+10	105	115	0	0	131	E	E	–	–	45	10	30	30	
Enchanted Dagger	84	90	0	0	131	E	E	–	–	45	10	30	30	50
Enchanted Dagger+5	100	104	0	0	131	E	E	A	–	45	10	30	30	
Divine Dagger	57	69	0	0	131	D	E		C	45	10	30	30	100
Divine Dagger+5	76	92	0	0	131	D	E	–	C	45	10	30	30	
Divine Dagger+10	95	115	0	0	131	D	E	–	C	45	10	30	30	
Occult Dagger	76	84	0	0	131	E	D	–	B	45	10	30	30	100
Occult Dagger+5	98	105	0	0	131	E	D	–	B	45	10	30	30	
Fire Dagger	84	0	84	0	131	–	–	–	–	45	10	30	30	50
Fire Dagger+5	112	0	112	0	131	–	–	–	–	45	10	31.5	30	
Fire Dagger+10	156	0	156	0	131	–	–	–	–	45	10	33	30	
Chaos Dagger	106	0	106	0	131	–	–	–	–	45	10	30	30	50
Chaos Dagger+5	132	0	132	0	131	–	–	–	–	45	10	33	30	

PARRYING DAGGER



Type Slash/Thrust | **Weight** 0.5 | **Upgrade** 100

Stability 26 | **Durability** 200

Acquired from Valley of Drakes/New Londo Ruins (1)

5	14	0	0
45	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Parrying Dagger	54	0	0	0	131	E	B	–	–	45	10	30	30	50
Parrying Dagger+5	81	0	0	0	131	E	B	–	–	45	10	30	30	
Parrying Dagger+10	108	0	0	0	131	E	B	–	–	45	10	30	30	
Parrying Dagger+15	135	0	0	0	131	E	B	–	–	45	10	30	30	
Crystal Parrying Dagger	118	0	0	0	131	E	B	–	–	45	10	30	30	1
Crystal Parrying Dagger+5	145	0	0	0	131	E	B	–	–	45	10	30	30	
Lightning Parrying Dagger	108	0	0	108	131	–	–	–	–	45	10	30	30	500
Lightning Parrying Dagger+5	148	0	0	151	131	–	–	–	–	45	10	30	42	
Raw Parrying Dagger	93	0	0	0	131	D	D	–	–	45	10	30	30	50
Raw Parrying Dagger+5	124	0	0	0	131	D	D	–	–	45	10	30	30	
Magic Parrying Dagger	61	66	0	0	131	E	E	C	–	45	10	30	30	50
Magic Parrying Dagger+5	82	88	0	0	131	E	E	C	–	45	10	30	30	
Magic Parrying Dagger+10	102	110	0	0	131	E	E	C	–	45	10	30	30	
Enchanted Parrying Dagger	82	86	0	0	131	E	E	C	–	45	10	30	30	50
Enchanted Parrying Dagger+5	98	99	0	0	131	E	E	A	–	45	10	30	30	
Divine Parrying Dagger	54	67	0	0	131	D	E	–	C	45	10	30	30	100
Divine Parrying Dagger+5	72	90	0	0	131	D	E	–	C	45	10	30	30	
Divine Parrying Dagger+10	90	112	0	0	131	D	E	–	C	45	10	30	30	
Occult Parrying Dagger	74	82	0	0	131	E	D	–	B	45	10	30	30	100
Occult Parrying Dagger+5	96	102	0	0	131	E	D	–	B	45	10	30	30	
Fire Parrying Dagger	81	0	81	0	131	–	–	–	–	45	10	30	30	50
Fire Parrying Dagger+5	108	0	108	0	131	–	–	–	–	45	10	31.5	30	
Fire Parrying Dagger+10	151	0	151	0	131	–	–	–	–	45	10	33	30	
Chaos Parrying Dagger	102	0	102	0	131	–	–	–	–	45	10	30	30	50
Chaos Parrying Dagger+5	127	0	127	0	131	–	–	–	–	45	10	33	30	



Ghost Blade



Type Slash/Thrust | **Weight** 0.5 | **Upgrade** 2000 + Twinkling Titanite

Stability 26 | **Durability** 100

Acquired from Ghost (Female) (B)

5 0 0 0
45 10 30 30

Note Strong Attack is changed to a double horizontal slash that can be followed up by a triple slash with an additional input. Cursed weapon so can deal damage to the Ghosts in New Londo Ruins

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Ghost Blade	100	0	0	0	127	E	–	–	–	45	10	30	30	100
Ghost Blade+5	150	0	0	0	127	E	–	–	–	45	10	30	30	

Bandit's Knife



Type Slash | **Weight** 1 | **Upgrade** 100

Stability 26 | **Durability** 200

Acquired from Thief (default), Undead Assassin (A)

6 12 0 0
45 10 30 30

Note Strong Attack is changed to a large horizontal slash that can be continued with successive inputs. Bleed build-up is 30 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Bandit's Knife	56	0	0	0	147	E	B	–	–	45	10	30	30	50
Bandit's Knife+5	84	0	0	0	147	E	B	–	–	45	10	30	30	
Bandit's Knife+10	112	0	0	0	147	E	B	–	–	45	10	30	30	
Bandit's Knife+15	140	0	0	0	147	E	B	–	–	45	10	30	30	
Crystal Knife	123	0	0	0	147	E	B	–	–	45	10	30	30	1
Crystal Knife+5	151	0	0	0	147	E	B	–	–	45	10	30	30	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Lightning Knife	112	0	0	112	147	–	–	–	–	45	10	30	30	500
Lightning Knife+5	154	0	0	156	147	–	–	–	–	45	10	30	42	
Raw Knife	96	0	0	0	147	D	D	–	–	45	10	30	30	50
Raw Knife+5	128	0	0	0	147	D	D	–	–	45	10	30	30	
Magic Knife	63	69	0	0	147	E	E	C	–	45	10	30	30	50
Magic Knife+5	84	92	0	0	147	E	E	C	–	45	10	30	30	
Magic Knife+10	105	115	0	0	147	E	E	C	–	45	10	30	30	
Enchanted Knife	84	90	0	0	147	E	E	C	–	45	10	30	30	50
Enchanted Knife+5	100	104	0	0	147	E	E	A	–	45	10	30	30	
Divine Knife	57	69	0	0	147	D	E	–	C	45	10	30	30	100
Divine Knife+5	76	92	0	0	147	D	E	–	C	45	10	30	30	
Divine Knife+10	95	115	0	0	147	D	E	–	C	45	10	30	30	
Occult Knife	76	84	0	0	147	E	D	–	B	45	10	30	30	100
Occult Knife+5	98	105	0	0	147	E	D	–	B	45	10	30	30	
Fire Knife	84	0	84	0	147	–	–	–	–	45	10	30	30	50
Fire Knife+5	112	0	112	0	147	–	–	–	–	45	10	31.5	30	
Fire Knife+10	156	0	156	0	147	–	–	–	–	45	10	33	30	
Chaos Knife	106	0	106	0	147	–	–	–	–	45	10	30	30	50
Chaos Knife+5	132	0	132	0	147	–	–	–	–	45	10	33	30	

Priscilla's Dagger



Type Slash | **Weight** 1 | **Upgrade** 10000 + Dragon Scale

Stability 26 | **Durability** 100

Acquired from Priscilla The Crossbreed (Tail) (M)

6 20 0 0
45 10 30 30

Note Strong Attack is changed to a rising slash into a downward slash that can be followed up by spinning horizontal slash with an additional input. Bleed build-up is 20 per strike, and once inflicted, does 50% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Priscilla's Dagger	80	0	0	0	100	–	A	–	–	45	10	30	30	5000
Priscilla's Dagger+5	120	0	0	0	100	–	A	–	–	45	10	30	30	

Straight Sword

Most of the general Straight Sword attacks are like exaggerated versions of Dagger attacks, and that is the best way to think of this weapon. Each swing is just that little bit slower than a Dagger, but as an upside, the attacks all have slightly better range and normal damage. These weapons do not have the high Critical Attack modifier of the Daggers, so while their normal damage output is greater, their critical damage usually works out less. The extra attack range these weapons have do make them better for attacking multiple opponents. If, however, you are having trouble landing critical attacks; the extra normal damage is a welcome upgrade over Daggers.

General Attacks

Attack	Description
Weak Attack	Large horizontal slash that can be continued with successive inputs
Strong Attack	Long range thrusting attack that can be followed up by an upward slash with an additional input
Roll + Weak Attack	Rising slash
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing horizontal slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Long range jumping thrust attack
Two-Handed Weak Attack	Vertical slash that can be continued with successive inputs
Two-Handed Strong Attack	Advancing horizontal slash that can be continued with successive inputs.

Shortsword



Type Reg./Thrust | **Weight** 2 | **Upgrade** 200

Stability 32 | **Durability** 200

Acquired from Hunter (default), Undead Merchant (male) 600 Souls, Armored Zombie (Sword) (A)

8 10 0 0
50 10 35 35

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Shortsword	78	0	0	0	100	C	C	–	–	50	10	35	35	50
Shortsword+5	117	0	0	0	100	C	C	–	–	50	10	35	35	
Shortsword+10	156	0	0	0	100	C	C	–	–	50	10	35	35	
Shortsword+15	195	0	0	0	100	C	C	–	–	50	10	35	35	
Crystal Shortsword	171	0	0	0	100	C	C	–	–	50	10	35	35	1
Crystal Shortsword+5	210	0	0	0	100	C	C	–	–	50	10	35	35	
Lightning Shortsword	156	0	0	156	100	–	–	–	–	50	10	35	35	500
Lightning Shortsword+5	214	0	0	218	100	–	–	–	–	50	10	35	49	
Raw Shortsword	135	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Shortsword+5	180	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Shortsword	88	94	0	0	100	E	E	C	–	50	10	35	35	50
Magic Shortsword+5	118	126	0	0	100	E	E	C	–	50	10	35	35	
Magic Shortsword+10	147	157	0	0	100	E	E	C	–	50	10	35	35	
Enchanted Shortsword	118	124	0	0	100	E	E	C	–	50	10	35	35	50
Enchanted Shortsword+5	141	143	0	0	100	E	E	C	–	50	10	35	35	
Divine Shortsword	79	96	0	0	100	D	E	–	C	50	10	35	35	100
Divine Shortsword+5	106	128	0	0	100	D	E	–	C	50	10	35	35	
Divine Shortsword+10	132	160	0	0	100	D	E	–	C	50	10	35	35	
Occult Shortsword	108	118	0	0	100	E	D	–	B	50	10	35	35	100
Occult Shortsword+5	140	147	0	0	100	E	D	–	B	50	10	35	35	
Fire Shortsword	117	0	117	0	100	–	–	–	–	50	10	35	35	50
Fire Shortsword+5	156	0	156	0	100	–	–	–	–	50	10	36.7	35	
Fire Shortsword+10	218	0	218	0	100	–	–	–	–	50	10	38.5	35	
Chaos Shortsword	146	0	146	0	100	–	–	–	–	50	10	35	35	50
Chaos Shortsword+5	182	0	182	0	100	–	–	–	–	50	10	38.5	35	

Longsword



Type Reg./Thrust | **Weight** 3 | **Upgrade** 200

Stability 32 | **Durability** 200

Acquired from Warrior (default), Andre of Astora 1000 Souls, Undead Soldier (Sword) (A), Undead Soldier (Spear) (A) [Undead Asylum (revisited)]

10	10	0	0
50	10	35	35

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Longsword	80	0	0	0	100	C	C	–	–	50	10	35	35	50
Longsword+5	120	0	0	0	100	C	C	–	–	50	10	35	35	
Longsword+10	160	0	0	0	100	C	C	–	–	50	10	35	35	
Longsword+15	200	0	0	0	100	C	C	–	–	50	10	35	35	
Crystal Longsword	176	0	0	0	100	C	C	–	–	50	10	35	35	1
Crystal Longsword+5	216	0	0	0	100	C	C	–	–	50	10	35	35	
Lightning Longsword	160	0	0	160	100	–	–	–	–	50	10	35	35	500
Lightning Longsword+5	200	0	0	224	100	–	–	–	–	50	10	35	49	
Raw Longsword	138	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Longsword+5	184	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Longsword	90	97	0	0	100	E	E	C	–	50	10	35	35	50
Magic Longsword+5	120	130	0	0	100	E	E	C	–	50	10	35	35	
Magic Longsword+10	150	162	0	0	100	E	E	C	–	50	10	35	35	
Enchanted Longsword	120	128	0	0	100	E	E	C	–	50	10	35	35	50
Enchanted Longsword+5	144	148	0	0	100	E	E	A	–	50	10	35	35	
Divine Longsword	81	99	0	0	100	D	E	–	C	50	10	35	35	100
Divine Longsword+5	108	132	0	0	100	D	E	–	C	50	10	35	35	
Divine Longsword+10	135	165	0	0	100	D	E	–	C	50	10	35	35	
Occult Longsword	110	120	0	0	100	E	D	–	B	50	10	35	35	100
Occult Longsword+5	143	150	0	0	100	E	D	–	B	50	10	35	35	
Fire Longsword	120	0	120	0	100	–	–	–	–	50	10	35	35	50
Fire Longsword+5	160	0	160	0	100	–	–	–	–	50	10	36.7	35	
Fire Longsword+10	224	0	224	0	100	–	–	–	–	50	10	38.5	35	
Chaos Longsword	150	0	150	0	100	–	–	–	–	50	10	35	35	50
Chaos Longsword+5	187	0	187	0	100	–	–	–	–	50	10	38.5	35	

Broadsword



Type Regular | **Weight** 3 | **Upgrade** 200

Stability 32 | **Durability** 200

Acquired from Knight (default), Andre of Astora 1000 Souls

10	10	0	0
50	10	35	35

Note One-handed Strong Attack is identical to the normal two-handed Strong Attack

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Broadsword	82	0	0	0	100	C	C	–	–	50	10	35	35	50
Broadsword+5	123	0	0	0	100	C	C	–	–	50	10	35	35	
Broadsword+10	164	0	0	0	100	C	C	–	–	50	10	35	35	
Broadsword+15	205	0	0	0	100	C	C	–	–	50	10	35	35	
Crystal Broadsword	180	0	0	0	100	C	C	–	–	50	10	35	35	1
Crystal Broadsword+5	221	0	0	0	100	C	C	–	–	50	10	35	35	
Lightning Broadsword	164	0	0	164	100	–	–	–	–	50	10	35	35	500
Lightning Broadsword+5	225	0	0	229	100	–	–	–	–	50	10	35	49	
Raw Broadsword	141	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Broadsword+5	188	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Broadsword	93	100	0	0	100	E	E	C	–	50	10	35	35	50
Magic Broadsword+5	124	134	0	0	100	E	E	C	–	50	10	35	35	
Magic Broadsword+10	155	167	0	0	100	E	E	C	–	50	10	35	35	
Enchanted Broadsword	124	132	0	0	100	E	E	C	–	50	10	35	35	50
Enchanted Broadsword+5	148	153	0	0	100	E	E	C	–	50	10	35	35	
Divine Broadsword	82	102	0	0	100	D	E	–	C	50	10	35	35	100
Divine Broadsword+5	110	136	0	0	100	D	E	–	C	50	10	35	35	
Divine Broadsword+10	137	170	0	0	100	D	E	–	C	50	10	35	35	
Occult Broadsword	112	124	0	0	100	E	D	–	B	50	10	35	35	100
Occult Broadsword+5	145	155	0	0	100	E	D	–	B	50	10	35	35	
Fire Broadsword	123	0	123	0	100	–	–	–	–	50	10	35	35	50
Fire Broadsword+5	164	0	164	0	100	–	–	–	–	50	10	36.7	35	
Fire Broadsword+10	229	0	229	0	100	–	–	–	–	50	10	38.5	35	
Chaos Broadsword	154	0	154	0	100	–	–	–	–	50	10	35	35	50
Chaos Broadsword+5	192	0	192	0	100	–	–	–	–	50	10	38.5	35	

Broken Straight Sword



Type Reg./Thrust | **Weight** 2 | **Upgrade** 100

Stability 16 | **Durability** 200

Acquired from Infested Ghoul (Sword) (A), Zombie (Sword) (A)

8	8	0	0
20	5	15	15

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Broken Straight Sword	40	0	0	0	100	D	D	–	–	20	5	15	15	50
Broken Straight Sword+5	60	0	0	0	100	D	D	–	–	20	5	15	15	
Broken Straight Sword+10	80	0	0	0	100	D	D	–	–	20	5	15	15	
Broken Straight Sword+15	100	0	0	0	100	D	D	–	–	20	5	15	15	
Crys. Broken Str. Sword	88	0	0	0	100	D	D	–	–	20	5	15	15	1
Crys. Broken Str. Sword+5	108	0	0	0	100	D	D	–	–	20	5	15	15	
Ltng. Broken Str. Sword	80	0	0	80	100	–	–	–	–	20	5	15	15	500
Ltng. Broken Str. Sword+5	110	0	0	112	100	–	–	–	–	20	5	15	21	
Raw Broken Straight Sword	69	0	0	0	100	D	D	–	–	20	5	15	15	50
Raw Broken Straight Sword+5	92	0	0	0	100	D	D	–	–	20	5	15	15	
Magic Broken Straight Sword	45	49	0	0	100	E	E	C	–	20	5	15	15	50
Magic Broken Str. Sword+5	60	66	0	0	100	E	E	C	–	20	5	15	15	
Magic Broken Str. Sword+10	75	82	0	0	100	E	E	C	–	20	5	15	15	
Ench. Broken Str. Sword	60	64	0	0	100	E	E	C	–	20	5	15	15	50
Ench. Broken Str. Sword+5	72	74	0	0	100	E	E	B	–	20	5	15	15	
Div. Broken Str. Sword	40	49	0	0	100	D	E	–	C	20	5	15	15	100
Div. Broken Str. Sword+5	54	66	0	0	100	D	E	–	C	20	5	15	15	
Div. Broken Str. Sword+10	67	82	0	0	100	D	E	–	C	20	5	15	15	
Occ. Broken Str. Sword	54	60	0	0	100	E	D	–	C	20	5	15	15	100
Occ. Broken Str. Sword+5	70	75	0	0	100	E	D	–	C	20	5	15	15	
Fire Broken Straight Sword	60	0	60	0	100	–	–	–	–	20	5	15	15	50
Fire Broken Str. Sword+5	80	0	80	0	100	–	–	–	–	20	5	15.8	15	
Fire Broken Str. Sword+10	112	0	112	0	100	–	–	–	–	20	5	16.5	15	
Chaos Broken Straight Sword	76	0	76	0	100	–	–	–	–	20	5	15	15	50
Chaos Broken Str. Sword+5	95	0	95	0	100	–	–	–	–	20	5	16.5	15	

Balder Side Sword



Type Reg./Thrust | **Weight** 3 | **Upgrade** 200

Stability 32 | **Durability** 120

Acquired from Elite Undead Guard (Sword) (A)

10	14	0	0
50	10	35	35

Note Continuation to the Strong Attack is a second thrust instead of the upward slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Balder Side Sword	80	0	0	0	100	E	B	–	–	50	10	35	35	50
Balder Side Sword+5	120	0	0	0	100	E	B	–	–	50	10	35	35	
Balder Side Sword+10	160	0	0	0	100	E	B	–	–	50	10	35	35	
Balder Side Sword+15	200	0	0	0	100	E	B	–	–	50	10	35	35	
Crystal Balder Side Sword	176	0	0	0	100	E	B	–	–	50	10	35	35	1
Crystal Balder Side Sword+5	216	0	0	0	100	E	B	–	–	50	10	35	35	
Lightning Balder Side Sword	160	0	0	160	100	–	–	–	–	50	10	35	35	500
Ltng. Balder Side Sword+5	220	0	0	224	100	–	–	–	–	50	10	35	49	
Raw Balder Side Sword	138	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Balder Side Sword+5	184	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Balder Side Sword	90	97	0	0	100	E	E	C	–	50	10	35	35	50
Magic Balder Side Sword+5	120	130	0	0	100	E	E	C	–	50	10	35	35	
Magic Balder Side Sword+10	150	162	0	0	100	E	E	C	–	50	10	35	35	
Enchanted Balder Side Sword	120	128	0	0	100	E	E	C	–	50	10	35	35	50
Ench. Balder Side Sword+5	144	148	0	0	100	E	E	A	–	50	10	35	35	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Divine Balder Side Sword	81	99	0	0	100	D	E	–	C	50	10	35	35	100
Divine Balder Side Sword+5	108	132	0	0	100	D	E	–	C	50	10	35	35	
Divine Balder Side Sword+10	135	165	0	0	100	D	E	–	C	50	10	35	35	
Occult Balder Side Sword	110	120	0	0	100	E	D	–	B	50	10	35	35	100
Occult Balder Side Sword+5	143	150	0	0	100	E	D	–	B	50	10	35	35	
Fire Balder Side Sword	120	0	120	0	100	–	–	–	–	50	10	35	35	50
Fire Balder Side Sword+5	160	0	160	0	100	–	–	–	–	50	10	36.7	35	
Fire Balder Side Sword+10	224	0	224	0	100	–	–	–	–	50	10	38.5	35	
Chaos Balder Side Sword	150	0	150	0	100	–	–	–	–	50	10	35	35	50
Chaos Balder Side Sword+5	187	0	187	0	100	–	–	–	–	50	10	38.5	35	

Crystal Straight Sword



Type Reg./Thrust | **Weight** 6 | **Upgrade** –

Stability 32 | **Durability** 60

Acquired from Domnhall of Zena 4000 Souls, Undead Crystal Soldier (Sword) (A)

16	10	0	0
50	10	35	35

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Crystal Straight Sword	145	0	0	0	100	C	C	–	–	50	10	35	35	1

Sunlight Straight Sword



Type Reg./Thrust | **Weight** 4 | **Upgrade** 200

Stability 32 | **Durability** 240

Acquired from Drop: Solaire of Astora

12	12	0	0
50	10	35	35

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Sunlight Straight Sword	82	0	0	0	100	C	C	–	–	50	10	35	35	50
Sunlight Straight Sword+5	123	0	0	0	100	C	C	–	–	50	10	35	35	
Sunlight Straight Sword+10	164	0	0	0	100	C	C	–	–	50	10	35	35	
Sunlight Straight Sword+15	205	0	0	0	100	C	C	–	–	50	10	35	35	
Crys. Sunlight Str. Sword	180	0	0	0	100	C	C	–	–	50	10	35	35	1
Crys. Sunlight Str. Sword+5	221	0	0	0	100	C	C	–	–	50	10	35	35	
Ltng. Sunlight Str. Sword	164	0	0	164	100	–	–	–	–	50	10	35	35	500
Ltng. Sunlight Str. Sword+5	225	0	0	229	100	–	–	–	–	50	10	35	49	
Raw Sunlight Straight Sword	141	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Sunlight Str. Sword+5	188	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Sunlight Str. Sword	93	100	0	0	100	E	E	C	–	50	10	35	35	50
Magic Sunlight Str. Sword+5	124	134	0	0	100	E	E	C	–	50	10	35	35	
Mag. Sunlight Str. Sword+10	155	167	0	0	100	E	E	C	–	50	10	35	35	
Ench. Sunlight Str. Sword	124	132	0	0	100	E	E	C	–	50	10	35	35	50
Ench. Sunlight Str. Sword+5	148	153	0	0	100	E	E	A	–	50	10	35	35	
Div. Sunlight Str. Sword	82	102	0	0	100	D	E	–	C	50	10	35	35	100
Div. Sunlight Str. Sword+5	110	136	0	0	100	D	E	–	C	50	10	35	35	
Div. Sunlight Str. Sword+10	137	170	0	0	100	D	E	–	C	50	10	35	35	
Occ. Sunlight Str. Sword	112	124	0	0	100	E	D	–	B	50	10	35	35	100
Occ. Sunlight Str. Sword+5	145	155	0	0	100	E	D	–	B	50	10	35	35	
Fire Sunlight Str. Sword	123	0	123	0	100	–	–	–	–	50	10	35	35	50
Fire Sunlight Str. Sword+5	164	0	164	0	100	–	–	–	–	50	10	36.7	35	
Fire Sunlight Str. Sword+10	229	0	229	0	100	–	–	–	–	50	10	38.5	35	
Chaos Sunlight Str. Sword	154	0	154	0	100	–	–	–	–	50	10	35	35	50
Chaos Sunlight Str. Sword+5	192	0	192	0	100	–	–	–	–	50	10	38.5	35	

Barbed Straight Sword



Type Reg./Thrust | **Weight** 3 | **Upgrade** 200

Stability 32 | **Durability** 160

Acquired from Drop: Knight of Thorns, Kirk

10	10	0	0
50	10	35	35

Note One-handed Strong Attack is identical to the normal two-handed Strong Attack. Bleed build-up is 33 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Barbed Straight Sword	80	0	0	0	100	D	D	–	–	50	10	35	35	50
Barbed Straight Sword+5	120	0	0	0	100	D	D	–	–	50	10	35	35	
Barbed Straight Sword+10	160	0	0	0	100	D	D	–	–	50	10	35	35	
Barbed Straight Sword+15	200	0	0	0	100	D	D	–	–	50	10	35	35	
Crys. Barbed Str. Sword	176	0	0	0	100	D	D	–	–	50	10	35	35	1
Crys. Barbed Str. Sword+5	216	0	0	0	100	D	D	–	–	50	10	35	35	
Ltng. Barbed Str. Sword	160	0	0	160	100	–	–	–	–	50	10	35	35	500
Ltng. Barbed Str. Sword+5	220	0	0	224	100	–	–	–	–	50	10	35	49	
Raw Barbed Straight Sword	138	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Barbed Straight Sword+5	184	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Barbed Straight Sword	90	97	0	0	100	E	E	C	–	50	10	35	35	50
Magic Barbed Str. Sword+5	120	130	0	0	100	E	E	C	–	50	10	35	35	
Magic Barbed Str. Sword+10	150	162	0	0	100	E	E	C	–	50	10	35	35	
Ench. Barbed Str. Sword	120	128	0	0	100	E	E	C	–	50	10	35	35	50
Ench. Barbed Str. Sword+5	144	148	0	0	100	E	E	B	–	50	10	35	35	
Div. Barbed Str. Sword	81	99	0	0	100	D	E	–	C	50	10	35	35	100
Div. Barbed Str. Sword+5	108	132	0	0	100	D	E	–	C	50	10	35	35	
Div. Barbed Str. Sword+10	135	165	0	0	100	D	E	–	C	50	10	35	35	
Occ. Barbed Str. Sword	110	120	0	0	100	E	D	–	C	50	10	35	35	100
Occ. Barbed Str. Sword+5	143	150	0	0	100	E	D	–	C	50	10	35	35	
Fire Barbed Straight Sword	120	0	120	0	100	–	–	–	–	50	10	35	35	50
Fire Barbed Str. Sword+5	160	0	160	0	100	–	–	–	–	50	10	36.7	35	
Fire Barbed Str. Sword+10	224	0	224	0	100	–	–	–	–	50	10	38.5	35	
Chaos Barbed Straight Sword	150	0	150	0	100	–	–	–	–	50	10	35	35	50
Chaos Barbed Str. Sword+5	187	0	187	0	100	–	–	–	–	50	10	38.5	35	

Silver Knight Straight Sword



Type Regular | **Weight** 6 | **Upgrade** 2000 + Twinkling Titanite

Stability 32 | **Durability** 300

Acquired from Silver Knight (Sword) (A)

16	22	0	0
50	10	35	35

Note Strong Attack is replaced by an advancing downward slash, follwed by a sweeping horizontal slash with an additional input

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Silver Knight Straight Sword	165	0	0	0	100	E	C	–	–	50	10	35	35	100
Silv. Knight Str. Sword+5	247	0	0	0	100	E	C	–	–	50	10	35	35	

Astora's Straight Sword



Type Reg./Thrust | **Weight** 3 | **Upgrade** 2000 + Twinkling Titanite

Stability 32 | **Durability** 160

Acquired from Valley of Drakes/New Londo Ruins (1)

10	10	0	14	
50	10	35	35	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Astora's Straight Sword	80	80	0	0	100	C	C	–	C	50	10	35	35	100
Astora's Straight Sword+5	120	120	0	0	100	C	C	–	C	50	10	35	35	

Darksword



Type Regular | **Weight** 6 | **Upgrade** 200

Stability 32 | **Durability** 200

Acquired from Covenant: Darkwraith

16	16	0	0	
50	10	35	35	

Note Strong Attack is replaced by a spinning upward slash that can be followed up by a downward slash with an additional input

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Darksword	82	0	0	0	100	C	C	–	–	50	10	35	35	50
Darksword+5	123	0	0	0	100	C	C	–	–	50	10	35	35	
Darksword+10	164	0	0	0	100	C	C	–	–	50	10	35	35	
Darksword+15	205	0	0	0	100	C	C	–	–	50	10	35	35	
Crystal Darksword	180	0	0	0	100	C	C	–	–	50	10	35	35	1
Crystal Darksword+5	221	0	0	0	100	C	C	–	–	50	10	35	35	
Lightning Darksword	164	0	0	164	100	–	–	–	–	50	10	35	35	500
Lightning Darksword+5	225	0	0	229	100	–	–	–	–	50	10	35	49	
Raw Darksword	141	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Darksword+5	188	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Darksword	93	100	0	0	100	E	E	C	–	50	10	35	35	50
Magic Darksword+5	124	134	0	0	100	E	E	C	–	50	10	35	35	
Magic Darksword+10	155	167	0	0	100	E	E	C	–	50	10	35	35	
Enchanted Darksword	124	132	0	0	100	E	E	C	–	50	10	35	35	50
Enchanted Darksword+5	148	153	0	0	100	E	E	A	–	50	10	35	35	
Divine Darksword	82	102	0	0	100	D	E	–	C	50	10	35	35	100
Divine Darksword+5	110	136	0	0	100	D	E	–	C	50	10	35	35	
Divine Darksword+10	137	170	0	0	100	D	E	–	C	50	10	35	35	
Occult Darksword	112	124	0	0	100	E	D	–	B	50	10	35	35	100
Occult Darksword+5	145	155	0	0	100	E	D	–	B	50	10	35	35	
Fire Darksword	123	0	123	0	100	–	–	–	–	50	10	35	35	50
Fire Darksword+5	164	0	164	0	100	–	–	–	–	50	10	36.7	35	
Fire Darksword+10	229	0	229	0	100	–	–	–	–	50	10	38.5	35	
Chaos Darksword	154	0	154	0	100	–	–	–	–	50	10	35	35	50
Chaos Darksword+5	192	0	192	0	100	–	–	–	–	50	10	38.5	35	

Drake Sword



Type Regular | **Weight** 6 | **Upgrade** 10000 + Dragon Scale

Stability 32 | **Durability** 360

Acquired from Hellkite Dragon (Tail) (M)

16	10	0	0	
50	10	35	35	

Note Raises Fire and Magic Defence by 15 points. When held in two-hands the Strong Attack becomes a slow downward slash that creates a shockwave, which travels along the ground. This attack also consumes 30 points off the weapons durability

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Drake Sword	200	0	0	0	100	–	–	–	–	50	10	35	35	5000
Drake Sword+5	300	0	0	0	100	–	–	–	–	50	10	35	35	

Straight Sword Hilt



Type Reg./Thrust | **Weight** 1 | **Upgrade** 100

Stability 10 | **Durability** 200

Acquired from All (default)

6	6	0	0	
20	5	15	15	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Straight Sword Hilt	20	0	0	0	100	E	E	–	–	20	5	15	15	50
Straight Sword Hilt+5	30	0	0	0	100	E	E	–	–	20	5	15	15	
Straight Sword Hilt+10	40	0	0	0	100	E	E	–	–	20	5	15	15	
Straight Sword Hilt+15	50	0	0	0	100	E	E	–	–	20	5	15	15	
Crystal Straight Sword Hilt	44	0	0	0	100	E	E	–	–	20	5	15	15	1
Crystal Str. Sword Hilt+5	54	0	0	0	100	E	E	–	–	20	5	15	15	
Ltng. Str. Sword Hilt	40	0	0	40	100	–	–	–	–	20	5	15	15	500
Ltng. Str. Sword Hilt+5	55	0	0	56	100	–	–	–	–	20	5	15	21	
Raw Straight Sword Hilt	34	0	0	0	100	E	E	–	–	20	5	15	15	50
Raw Straight Sword Hilt+5	46	0	0	0	100	E	E	–	–	20	5	15	15	
Magic Straight Sword Hilt	22	24	0	0	100	E	E	E	–	20	5	15	15	50
Magic Straight Sword Hilt+5	30	32	0	0	100	E	E	E	–	20	5	15	15	
Magic Str. Sword Hilt+10	37	40	0	0	100	E	E	E	–	20	5	15	15	
Ench. Straight Sword Hilt	30	32	0	0	100	E	E	E	–	20	5	15	15	50
Ench. Str. Sword Hilt+5	36	37	0	0	100	E	E	E	–	20	5	15	15	
Divine Straight Sword Hilt	21	25	0	0	100	E	E	–	E	20	5	15	15	100
Div. Straight Sword Hilt+5	28	34	0	0	100	E	E	–	E	20	5	15	15	
Div. Straight Sword Hilt+10	35	42	0	0	100	E	E	–	E	20	5	15	15	
Occult Straight Sword Hilt	28	30	0	0	100	E	E	–	E	20	5	15	15	100
Occ. Straight Sword Hilt+5	36	37	0	0	100	E	E	–	E	20	5	15	15	
Fire Straight Sword Hilt	30	0	30	0	100	–	–	–	–	20	5	15	15	50
Fire Straight Sword Hilt+5	40	0	40	0	100	–	–	–	–	20	5	15.8	15	
Fire Straight Sword Hilt+10	56	0	56	0	100	–	–	–	–	20	5	16.5	15	
Chaos Straight Sword Hilt	38	0	38	0	100	–	–	–	–	20	5	15	15	50
Chaos Straight Sword Hilt+5	47	0	47	0	100	–	–	–	–	20	5	16.5	15	

Greatsword

Greatswords continue the natural evolution process from Dagger to Straight Sword, by sacrificing speed for additional attack power. Each strike with these weapons has the wielders full weight behind them to maximize the damage they do. Because so much force and effort is required with each swing, the speed of the strikes is much slower than with smaller weapons, which means they are not very effective for attempting critical hits with.

These weapons are designed simply to overpower foes, and even though the strikes may be slow, the hits are so powerful that they often still stagger foes long enough to land additional hits. The size of the weapons, and large arc of their swing, also means that they are very good for crowd control, or for tracking evasive opponents.

General Attacks

Attack	Description
Weak Attack	Slow sweeping horizontal slash that can be followed up by additional inputs
Strong Attack	Slow downward slash that can be followed up by an upward slash with an additional input
Roll + Weak Attack	Downward slash
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing horizontal slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping heavy downward slash
Two-Handed Weak Attack	Slow downward slash that can be followed up by additional inputs
Two-Handed Strong Attack	Slow sweeping horizontal slash that can be followed up by additional inputs



Bastard Sword



Type Regular | **Weight** 6 | **Upgrade** 400

Stability 38 | **Durability** 200

Acquired from Andre of Astora
3000 Souls

16	10	0	0
60	10	40	40

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Bastard Sword	105	0	0	0	100	C	C	–	–	60	10	40	40	50
Bastard Sword+5	157	0	0	0	100	C	C	–	–	60	10	40	40	
Bastard Sword+10	210	0	0	0	100	C	C	–	–	60	10	40	40	
Bastard Sword+15	262	0	0	0	100	C	C	–	–	60	10	40	40	
Crystal Bastard Sword	231	0	0	0	100	C	C	–	–	60	10	40	40	1
Crystal Bastard Sword+5	283	0	0	0	100	C	C	–	–	60	10	40	40	
Lightning Bastard Sword	210	0	0	210	100	–	–	–	–	60	10	40	40	500
Lightning Bastard Sword+5	288	0	0	294	100	–	–	–	–	60	10	40	56	
Raw Bastard Sword	181	0	0	0	100	D	D	–	–	60	10	40	40	50
Raw Bastard Sword+5	242	0	0	0	100	D	D	–	–	60	10	40	40	
Magic Bastard Sword	118	127	0	0	100	E	E	C	–	60	10	40	40	50
Magic Bastard Sword+5	158	170	0	0	100	E	E	C	–	60	10	40	40	
Magic Bastard Sword+10	197	212	0	0	100	E	E	C	–	60	10	40	40	
Enchanted Bastard Sword	158	168	0	0	100	E	E	C	–	60	10	40	40	50
Enchanted Bastard Sword+5	189	194	0	0	100	E	E	A	–	60	10	40	40	
Divine Bastard Sword	106	130	0	0	100	D	E	–	C	60	10	40	40	100
Divine Bastard Sword+5	142	174	0	0	100	D	E	–	C	60	10	40	40	
Divine Bastard Sword+10	177	217	0	0	100	D	E	–	C	60	10	40	40	
Occult Bastard Sword	144	158	0	0	100	E	D	–	B	60	10	40	40	100
Occult Bastard Sword+5	187	197	0	0	100	E	D	–	B	60	10	40	40	
Fire Bastard Sword	157	0	157	0	100	–	–	–	–	60	10	40	40	50
Fire Bastard Sword+5	210	0	210	0	100	–	–	–	–	60	10	42	40	
Fire Bastard Sword+10	294	0	294	0	100	–	–	–	–	60	10	44	40	
Chaos Bastard Sword	196	0	196	0	100	–	–	–	–	60	10	40	40	50
Chaos Bastard Sword+5	245	0	245	0	100	–	–	–	–	60	10	44	40	

Claymore



Type Reg./Thrust | **Weight** 6 | **Upgrade** 400

Stability 38 | **Durability** 200

Acquired from Undead Burg/Undead Parish (1)

16	10	0	0
60	10	40	40

Note Strong Attack is replaced by a lunging thrust attack that can be followed up by a vertical slash with an additional input

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Claymore	103	0	0	0	100	C	C	–	–	60	10	40	40	50
Claymore+5	154	0	0	0	100	C	C	–	–	60	10	40	40	
Claymore+10	206	0	0	0	100	C	C	–	–	60	10	40	40	
Claymore+15	257	0	0	0	100	C	C	–	–	60	10	40	40	
Crystal Claymore	226	0	0	0	100	C	C	–	–	60	10	40	40	1
Crystal Claymore+5	278	0	0	0	100	C	C	–	–	60	10	40	40	
Lightning Claymore	206	0	0	206	100	–	–	–	–	60	10	40	40	500
Lightning Claymore+5	283	0	0	288	100	–	–	–	–	60	10	40	56	
Raw Claymore	177	0	0	0	100	D	D	–	–	60	10	40	40	50
Raw Claymore+5	236	0	0	0	100	D	D	–	–	60	10	40	40	
Magic Claymore	115	126	0	0	100	E	E	C	–	60	10	40	40	50
Magic Claymore+5	154	168	0	0	100	E	E	C	–	60	10	40	40	
Magic Claymore+10	192	210	0	0	100	E	E	C	–	60	10	40	40	
Enchanted Claymore	154	164	0	0	100	E	E	C	–	60	10	40	40	50
Enchanted Claymore+5	184	190	0	0	100	E	E	A	–	60	10	40	40	
Divine Claymore	105	127	0	0	100	D	E	–	C	60	10	40	40	100
Divine Claymore+5	140	170	0	0	100	D	E	–	C	60	10	40	40	
Divine Claymore+10	175	212	0	0	100	D	E	–	C	60	10	40	40	
Occult Claymore	142	154	0	0	100	E	D	–	B	60	10	40	40	100
Occult Claymore+5	184	192	0	0	100	E	D	–	B	60	10	40	40	
Fire Claymore	154	0	154	0	100	–	–	–	–	60	10	40	40	50
Fire Claymore+5	206	0	206	0	100	–	–	–	–	60	10	42	40	
Fire Claymore+10	288	0	288	0	100	–	–	–	–	60	10	44	40	
Chaos Claymore	194	0	194	0	100	–	–	–	–	60	10	40	40	50
Chaos Claymore+5	242	0	242	0	100	–	–	–	–	60	10	44	40	

Man-serpent Greatsword



Type Regular | **Weight** 10 | **Upgrade** 400

Stability 38 | **Durability** 300

Acquired from Serpent Soldier (A), Serpent Soldier (Strong) (A)

24	0	0	0	
60	10	40	40	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Man-serpent Greatsword	110	0	0	0	100	B	–	–	–	60	10	40	40	50
Man-serpent Greatsword+5	165	0	0	0	100	B	–	–	–	60	10	40	40	
Man-serpent Greatsword+10	220	0	0	0	100	B	–	–	–	60	10	40	40	
Man-serpent Greatsword+15	275	0	0	0	100	B	–	–	–	60	10	40	40	
Crys. Man-srp. Greatsword	242	0	0	0	100	B	–	–	–	60	10	40	40	1
Crys. Man-srp. Greatsword+5	297	0	0	0	100	B	–	–	–	60	10	40	40	
Ltng. Man-srp. Greatsword	220	0	0	220	100	–	–	–	–	60	10	40	40	500
Ltng. Man-srp. Greatsword+5	302	0	0	308	100	–	–	–	–	60	10	40	56	
Raw Man-serpent Greatsword	190	0	0	0	100	D	D	–	–	60	10	40	40	50
Raw Man-srp. Greatsword+5	254	0	0	0	100	D	D	–	–	60	10	40	40	
Magic Man-srp. Greatsword	124	133	0	0	100	E	E	C	–	60	10	40	40	50
Magic Man-srp. Greatsword+5	166	178	0	0	100	E	E	C	–	60	10	40	40	
Mag. Man-srp. Greatsword+10	207	222	0	0	100	E	E	C	–	60	10	40	40	
Ench. Man-srp. Greatsword	166	176	0	0	100	E	E	C	–	60	10	40	40	50
Ench. Man-srp. Greatsword+5	199	204	0	0	100	E	E	B	–	60	10	40	40	
Div. Man-srp. Greatsword	111	136	0	0	100	D	E	–	C	60	10	40	40	100
Div. Man-srp. Greatsword+5	148	182	0	0	100	D	E	–	C	60	10	40	40	
Div. Man-srp. Greatsword+10	185	227	0	0	100	D	E	–	C	60	10	40	40	
Occ. Man-srp. Greatsword	152	166	0	0	100	E	D	–	C	60	10	40	40	100
Occ. Man-srp. Greatsword+5	197	207	0	0	100	E	D	–	C	60	10	40	40	
Fire Man-serpent Greatsword	165	0	165	0	100	–	–	–	–	60	10	40	40	50
Fire Man-srp. Greatsword+5	220	0	220	0	100	–	–	–	–	60	10	42	40	
Fire Man-srp. Greatsword+10	308	0	308	0	100	–	–	–	–	60	10	44	40	
Chaos Man-srp. Greatsword	206	0	206	0	100	–	–	–	–	60	10	40	40	50
Chaos Man-srp. Greatsword+5	257	0	257	0	100	–	–	–	–	60	10	44	40	

Flamberge



Type Slash | **Weight** 6 | **Upgrade** 400

Stability 38 | **Durability** 160

Acquired from Shiva of the East 10000 Souls, Serpent Mage (A)

16	14	0	0	
60	10	40	40	

Note Strong Attack is replaced with a diagonal slash that can be followed up with additional inputs. Bleed build-up is 36 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Flamberge	100	0	0	0	100	D	C	–	–	60	10	40	40	50
Flamberge+5	150	0	0	0	100	D	C	–	–	60	10	40	40	
Flamberge+10	200	0	0	0	100	D	C	–	–	60	10	40	40	
Flamberge+15	250	0	0	0	100	D	C	–	–	60	10	40	40	
Crystal Flamberge	220	0	0	0	100	D	C	–	–	60	10	40	40	1
Crystal Flamberge+5	270	0	0	0	100	D	C	–	–	60	10	40	40	
Lightning Flamberge	200	0	0	200	100	–	–	–	–	60	10	40	40	500
Lightning Flamberge+5	275	0	0	280	100	–	–	–	–	60	10	40	56	
Raw Flamberge	172	0	0	0	100	D	D	–	–	60	10	40	40	50
Raw Flamberge+5	230	0	0	0	100	D	D	–	–	60	10	40	40	
Magic Flamberge	112	121	0	0	100	E	E	C	–	60	10	40	40	50
Magic Flamberge+5	150	162	0	0	100	E	E	C	–	60	10	40	40	
Magic Flamberge+10	187	202	0	0	100	E	E	C	–	60	10	40	40	
Enchanted Flamberge	150	160	0	0	100	E	E	C	–	60	10	40	40	50
Enchanted Flamberge+5	180	185	0	0	100	E	E	B	–	60	10	40	40	
Divine Flamberge	102	124	0	0	100	D	E	–	C	60	10	40	40	100
Divine Flamberge+5	136	166	0	0	100	D	E	–	C	60	10	40	40	
Divine Flamberge+10	170	207	0	0	100	D	E	–	C	60	10	40	40	
Occult Flamberge	138	150	0	0	100	E	D	–	C	60	10	40	40	100
Occult Flamberge+5	179	187	0	0	100	E	D	–	C	60	10	40	40	
Fire Flamberge	150	0	150	0	100	–	–	–	–	60	10	40	40	50
Fire Flamberge+5	200	0	200	0	100	–	–	–	–	60	10	42	40	
Fire Flamberge+10	280	0	280	0	100	–	–	–	–	60	10	44	40	
Chaos Flamberge	188	0	188	0	100	–	–	–	–	60	10	40	40	50
Chaos Flamberge+5	235	0	235	0	100	–	–	–	–	60	10	44	40	

Crystal Greatsword



Type Regular | **Weight** 8 | **Upgrade** –

Stability 38 | **Durability** 60

Acquired from Domnhall of Zena 6000 Souls

20	10	0	0	
60	10	40	40	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Crystal Greatsword	180	0	0	0	100	C	C	–	–	60	10	40	40	1
Crystal Greatsword+5	351	0	0	0	100	C	D	–	–	70	10	50	50	

Stone Greatsword



Type Regular | **Weight** 18 | **Upgrade** 2000 + Twinkling Titanite

Stability 38 | **Durability** 800

Acquired from Shiva of the East 15000 Souls, Great Stone Knight (A)

40	10	0	0	
60	10	40	40	

Note One-handed Strong Attack is replaced with a single heavy downward slash. Two-handed Strong Attack is replaced with an energy wave that radiates outwards and does no damage, but reduces the movement speed of all enemies within range

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Stone Greatsword	148	100	0	0	100	C	C	E	–	60	10	40	40	100
Stone Greatsword+5	222	150	0	0	100	C	C	E	–	60	10	40	40	

Greatsword of Artorias



Type Reg./Thrust | **Weight** 10 | **Upgrade** 5000 + Demon Titanite

Stability 38 | **Durability** 400

Acquired from Ascension only

24	18	20	20	
60	10	40	40	

Note One-handed Strong Attack is replaced with a charged dashing thrust attack. Two-handed Strong Attack is replaced with a charged horizontal slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Greatsword of Artorias	120	85	0	0	100	C	C	B	B	60	10	40	40	50
Greatsword of Artorias+5	180	127	0	0	100	C	C	B	B	60	10	40	40	

Moonlight Greatsword



Type Regular | **Weight** 6 | **Upgrade** 10000 + Dragon Scale

Stability 38 | **Durability** 300

Acquired from Seath The Scaleless (Tail) (M)

16	10	28	0	
60	10	40	40	

Note Raises Magic Defense by 40 points. One-handed Strong Attack changes to an energy wave that travels along the ground, consumes 20 durability points. Two-handed Strong Attack changes to an area of effect energy sphere created in front of the character, consumes 40 durability points

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Moonlight Greatsword	0	132	0	0	100	–	–	A	–	60	10	40	40	1
Moonlight Greatsword+5	0	198	0	0	100	–	–	A	–	60	10	40	40	



Black Knight Sword



Type Reg./Thrust | **Weight** 8 | **Upgrade** 2000 + Twinkling Titanite

Stability 38 | **Durability** 300

Acquired from Black Knight (Sword) (C)



Note One-handed Strong Attack is replaced by a charged long-range thrusting attack. Two-handed Strong Attack is replaced by a charged rising slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Black Knight Sword	205	0	0	0	100	C	E	–	–	60	10	40	40	100

Greatsword of Artorias (cursed)



Type Reg./Thrust | **Weight** 10 | **Upgrade** –

Stability 38 | **Durability** 400

Acquired from Ascension only



Note Cursed weapon, so can hit the Ghosts found in New Londo Ruins. One-handed Strong Attack is replaced with a charged dashing thrust attack. Two-handed Strong Attack is replaced with a charged horizontal slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Greatsword of Artorias (cursed)	158	0	0	0	100	C	C	C	C	60	10	40	40	50
Greatsword of Artorias (cursed) +5	237	0	0	0	100	C	C	C	C	60	10	40	40	

Great Lord Greatsword



Type Regular | **Weight** 8 | **Upgrade** 5000 + Demon Titanite

Stability 26 | **Durability** 400

Acquired from Ascension only



Note One-handed and two-handed Strong Attack is changed to a powerful downward slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Great Lord Greatsword	231	0	0	0	100	D	D	–	–	60	10	40	40	10000
Great Lord Greatsword+5	346	0	0	0	100	D	D	–	–	60	10	40	40	

Ultra Greatsword

Ultra Greatswords, as their name may suggest, are the biggest, heaviest, and quite often strongest type of sword you can acquire in the game. These massive blades all require tremendous strength to wield, and nearly always have to be swung with both hands to have any kind of control over them whatsoever. Your entire body weight is put behind each of the large swings, and while that does increase their damage potential significantly, it also means that any miss can be extremely costly. The amount of recovery each attack with this weapon has means that your opponent is all but guaranteed a free hit if your blow does not connect. The style of these weapons, however, is to ensure that if your one big attack does connect and that it does lethal amounts of damage.

General Attacks

Attack	Description
Weak Attack	Slow horizontal slash that can be followed up by additional inputs
Strong Attack	Slow lunging thrust
Roll + Weak Attack	Short range thrust
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing toward slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping downward slash
Two-Handed Weak Attack	horizontal slash that can be followed up by additional inputs
Two-Handed Strong Attack	No change

Zweihander



Type Regular | **Weight** 10 | **Upgrade** 800

Stability 44 | **Durability** 200

Acquired from Firelink Shrine (1)



Note One and two-handed Strong Attacks are replaced with a running downward slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Zweihander	130	0	0	0	100	C	D	–	–	70	10	50	50	50
Zweihander+5	195	0	0	0	100	C	D	–	–	70	10	50	50	
Zweihander+10	260	0	0	0	100	C	D	–	–	70	10	50	50	
Zweihander+15	325	0	0	0	100	C	D	–	–	70	10	50	50	
Crystal Zweihander	286	0	0	0	100	C	D	–	–	70	10	50	50	1
Crystal Zweihander+5	351	0	0	0	100	C	D	–	–	70	10	50	50	
Lightning Zweihander	260	0	0	260	100	–	–	–	–	70	10	50	50	500
Lightning Zweihander+5	357	0	0	364	100	–	–	–	–	70	10	50	70	
Raw Zweihander	225	0	0	0	100	D	D	–	–	70	10	50	50	50
Raw Zweihander+5	300	0	0	0	100	D	D	–	–	70	10	50	50	
Magic Zweihander	147	159	0	0	100	E	E	C	–	70	10	50	50	50
Magic Zweihander+5	196	212	0	0	100	E	E	C	–	70	10	50	50	
Magic Zweihander+10	245	265	0	0	100	E	E	C	–	70	10	50	50	
Enchanted Zweihander	196	208	0	0	100	E	E	C	–	70	10	50	50	50
Enchanted Zweihander+5	238	241	0	0	100	E	E	B	–	70	10	50	50	
Divine Zweihander	132	160	0	0	100	D	E	–	C	70	10	50	50	100
Divine Zweihander+5	176	214	0	0	100	D	E	–	C	70	10	50	50	
Divine Zweihander+10	220	267	0	0	100	D	E	–	C	70	10	50	50	
Occult Zweihander	178	196	0	0	100	E	D	–	C	70	10	50	50	100
Occult Zweihander+5	231	245	0	0	100	E	D	–	C	70	10	50	50	
Fire Zweihander	195	0	195	0	100	–	–	–	–	70	10	50	50	50
Fire Zweihander+5	260	0	260	0	100	–	–	–	–	70	10	52.5	50	
Fire Zweihander+10	364	0	364	0	100	–	–	–	–	70	10	55	50	
Chaos Zweihander	244	0	244	0	100	–	–	–	–	70	10	50	50	50
Chaos Zweihander+5	305	0	305	0	100	–	–	–	–	70	10	55	50	

Greatsword



Type Reg./Thrust | **Weight** 12 | **Upgrade** 800

Stability 44 | **Durability** 200

Acquired from Crestfallen Merchant 8000 Souls, Heavy Knight (Mace) (A), Heavy Knight (Sword) (A), Anor Londo (1)

28	10	0	0
70	10	50	50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Greatsword	130	0	0	0	100	C	D	–	–	70	10	50	50	50
Greatsword+5	195	0	0	0	100	C	D	–	–	70	10	50	50	
Greatsword+10	260	0	0	0	100	C	D	–	–	70	10	50	50	
Greatsword+15	325	0	0	0	100	C	D	–	–	70	10	50	50	
Lightning Greatsword	260	0	0	260	100	–	–	–	–	70	10	50	50	500
Lightning Greatsword+5	357	0	0	364	100	–	–	–	–	70	10	50	70	
Raw Greatsword	225	0	0	0	100	D	D	–	–	70	10	50	50	50
Raw Greatsword+5	300	0	0	0	100	D	D	–	–	70	10	50	50	
Magic Greatsword	147	159	0	0	100	E	E	C	–	70	10	50	50	50
Magic Greatsword+5	196	212	0	0	100	E	E	C	–	70	10	50	50	
Magic Greatsword+10	245	265	0	0	100	E	E	C	–	70	10	50	50	
Enchanted Greatsword	196	208	0	0	100	E	E	C	–	70	10	50	50	50
Enchanted Greatsword+5	235	241	0	0	100	E	E	B	–	70	10	50	50	
Divine Greatsword	132	160	0	0	100	D	E	–	C	70	10	50	50	100
Divine Greatsword+5	176	214	0	0	100	D	E	–	C	70	10	50	50	
Divine Greatsword+10	220	267	0	0	100	D	E	–	C	70	10	50	50	
Occult Greatsword	178	196	0	0	100	E	D	–	C	70	10	50	50	100
Occult Greatsword+5	231	245	0	0	100	E	D	–	C	70	10	50	50	
Fire Greatsword	195	0	195	0	100	–	–	–	–	70	10	50	50	50
Fire Greatsword+5	260	0	260	0	100	–	–	–	–	70	10	52.5	50	
Fire Greatsword+10	364	0	364	0	100	–	–	–	–	70	10	55	50	
Chaos Greatsword	245	0	245	0	100	–	–	–	–	70	10	50	50	50
Chaos Greatsword+5	305	0	305	0	100	–	–	–	–	70	10	55	50	

Demon Great Machete



Type Regular | **Weight** 18 | **Upgrade** 800

Stability 44 | **Durability** 600

Acquired from Shiva of the East 10000 Souls, Capra Demon (B) [Demon Ruins]

40	0	0	0
70	10	50	50

Note One and two-handed Strong Attack is a replaced with a jumping downard slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Demon Great Machete	133	0	0	0	100	B	–	–	–	70	10	50	50	50
Demon Great Machete+5	199	0	0	0	100	B	–	–	–	70	10	50	50	
Demon Great Machete+10	266	0	0	0	100	B	–	–	–	70	10	50	50	
Demon Great Machete+15	332	0	0	0	100	B	–	–	–	70	10	50	50	
Crystal Demon Great Machete	292	0	0	0	100	B	–	–	–	70	10	50	50	1
Crys. Demon Great Machete+5	359	0	0	0	100	B	–	–	–	70	10	50	50	
Ltng. Demon Great Machete	266	0	0	266	100	–	–	–	–	70	10	50	50	500
Ltng. Demon Great Machete+5	365	0	0	372	100	–	–	–	–	70	10	50	70	
Raw Demon Great Machete	229	0	0	0	100	D	D	–	–	70	10	50	50	50
Raw Demon Great Machete+5	306	0	0	0	100	D	D	–	–	70	10	50	50	
Magic Demon Great Machete	150	162	0	0	100	E	E	C	–	70	10	50	50	50
Magic Demon Great Machete+5	200	216	0	0	100	E	E	C	–	70	10	50	50	
Mag. Demon Great Machete+10	250	270	0	0	100	E	E	C	–	70	10	50	50	
Ench. Demon Great Machete	200	212	0	0	100	E	E	C	–	70	10	50	50	50
Ench. Demon Great Machete+5	240	245	0	0	100	E	E	B	–	70	10	50	50	
Divine Demon Great Machete	135	165	0	0	100	D	E	–	C	70	10	50	50	100
Div. Demon Great Machete+5	180	220	0	0	100	D	E	–	C	70	10	50	50	
Div. Demon Great Machete+10	225	275	0	0	100	D	E	–	C	70	10	50	50	
Occult Demon Great Machete	182	200	0	0	100	E	D	–	C	70	10	50	50	100
Occ. Demon Great Machete+5	236	250	0	0	100	E	D	–	C	70	10	50	50	
Fire Demon Great Machete	199	0	199	0	100	–	–	–	–	70	10	50	50	50
Fire Demon Great Machete+5	266	0	266	0	100	–	–	–	–	70	10	52.5	50	
Fire Demon Great Machete+10	372	0	372	0	100	–	–	–	–	70	10	55	50	
Chaos Demon Great Machete	250	0	250	0	100	–	–	–	–	70	10	50	50	50
Chaos Demon Great Machete+5	312	0	312	0	100	–	–	–	–	70	10	55	50	

Dragon Greatsword



Type Regular | **Weight** 24 | **Upgrade** 10000 + Dragon Scale

Stability 44 | **Durability** 400

Acquired from Stone Dragon (Tail) (M)

50	10	0	0
70	10	50	50

Note Raises Magic and Fire defence by 20 points each. One-handed Strong Attack is replaced with a running downward slash. Two-handed Strong Attack is replaced with a running downward slash that creates an energy wave. Each use of this attack also consumes 50 durability points

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dragon Greatsword	360	0	0	0	100	–	–	–	–	70	10	50	50	5000
Dragon Greatsword+5	540	0	0	0	100	–	–	–	–	70	10	50	50	

Black Knight Greatsword



Type Reg./Thrust | **Weight** 14 | **Upgrade** 2000 + Twinkling Titanite

Stability 44 | **Durability** 300

Acquired from Black Knight (Greatsword) (C)

32	18	0	0
70	10	50	50

Note One-handed Strong Attack is replaced by a lunging upwards thrust. Two-handed Strong Attack is replaced with a charge upwards slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Black Knight Greatsword	205	0	0	0	100	B	E	–	–	70	10	50	50	100
Black Knight Greatsword+5	307	0	0	0	100	B	E	–	–	70	10	50	50	



Curved Sword

Curved Swords are very similar to Straight Swords in their usage, but they sacrifice some range for a small boost to attack speed. This does make them very effective in confined spaces, where it is difficult for enemies to get away from the quick barrage of strikes. Slashing attacks are also the forte of these weapons, with their being very few thrust attacks in this type. This does mean that they excel against enemies with flesh, but are largely ineffectual against enemies with heavy armor or scales.

General Attacks

Attack	Description
Weak Attack	Quick horizontal slash that can be followed up with successive inputs
Strong Attack	Double spinning vertical slashes that can be followed up by a horizontal slash with an additional input
Roll + Weak Attack	Spinning horizontal slash
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing vertical slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Quick horizontal slash followed by an evasive backflip
Direction + Strong Attack	Jumping diagonal slash
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	No change

Falchion



Type Slash | **Weight** 2.5 | **Upgrade** 200

Stability 30 | **Durability** 160

Acquired from Skeleton Swordsmen (Greatsword) (A), Skeleton Swordsmen (Greatsword) (the Grave King's servant) (A), Blighttown/Quelaag's Domain (1)

9	13	0	0
45	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Falchion	82	0	0	0	100	E	B	–	–	45	10	30	30	50
Falchion+5	123	0	0	0	100	E	B	–	–	45	10	30	30	
Falchion+10	164	0	0	0	100	E	B	–	–	45	10	30	30	
Falchion+15	205	0	0	0	100	E	B	–	–	45	10	30	30	
Crystal Falchion	180	0	0	0	100	E	B	–	–	45	10	30	30	1
Crystal Falchion+5	221	0	0	0	100	E	B	–	–	45	10	30	30	
Lightning Falchion	164	0	0	164	100	–	–	–	–	45	10	30	30	500
Lightning Falchion+5	225	0	0	229	100	–	–	–	–	45	10	30	42	
Raw Falchion	141	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Falchion+5	188	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Falchion	93	100	0	0	100	E	E	C	–	45	10	30	30	50
Magic Falchion+5	124	134	0	0	100	E	E	C	–	45	10	30	30	
Magic Falchion+10	155	167	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Falchion	124	132	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Falchion+5	148	153	0	0	100	E	E	A	–	45	10	30	30	
Divine Falchion	82	102	0	0	100	D	E	–	C	45	10	30	30	100
Divine Falchion+5	110	136	0	0	100	D	E	–	C	45	10	30	30	
Divine Falchion+10	137	170	0	0	100	D	E	–	C	45	10	30	30	
Occult Falchion	112	124	0	0	100	E	D	–	B	45	10	30	30	100
Occult Falchion+5	145	155	0	0	100	E	D	–	B	45	10	30	30	
Fire Falchion	123	0	123	0	100	–	–	–	–	45	10	30	30	50
Fire Falchion+5	164	0	164	0	100	–	–	–	–	45	10	31.5	30	
Fire Falchion+10	229	0	229	0	100	–	–	–	–	45	10	33	30	
Chaos Falchion	154	0	154	0	100	–	–	–	–	45	10	30	30	50
Chaos Falchion+5	192	0	192	0	100	–	–	–	–	45	10	33	30	

Scimitar



Type Slash | **Weight** 1.5 | **Upgrade** 200

Stability 30 | **Durability** 160

Acquired from Wanderer (default), Undead Merchant (male) 600 Souls, Skel. Swordsmen (Sword and Shield) (A), Sk. Swordsmen (S.+S.) (Grave King's servant) (A)

7	13	0	0
45	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Scimitar	80	0	0	0	100	E	B	–	–	45	10	30	30	50
Scimitar+5	120	0	0	0	100	E	B	–	–	45	10	30	30	
Scimitar+10	160	0	0	0	100	E	B	–	–	45	10	30	30	
Scimitar+15	200	0	0	0	100	E	B	–	–	45	10	30	30	
Crystal Scimitar	176	0	0	0	100	E	B	–	–	45	10	30	30	1
Crystal Scimitar+5	216	0	0	0	100	E	B	–	–	45	10	30	30	
Lightning Scimitar	160	0	0	160	100	–	–	–	–	45	10	30	30	500
Lightning Scimitar+5	220	0	0	220	100	–	–	–	–	45	10	30	42	
Raw Scimitar	138	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Scimitar+5	184	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Scimitar	90	97	0	0	100	E	E	C	–	45	10	30	30	50
Magic Scimitar+5	120	130	0	0	100	E	E	C	–	45	10	30	30	
Magic Scimitar+10	150	162	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Scimitar	120	128	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Scimitar+5	144	148	0	0	100	E	E	A	–	45	10	30	30	
Divine Scimitar	81	99	0	0	100	D	E	–	C	45	10	30	30	100
Divine Scimitar+5	108	132	0	0	100	D	E	–	C	45	10	30	30	
Divine Scimitar+10	135	165	0	0	100	D	E	–	C	45	10	30	30	
Occult Scimitar	110	120	0	0	100	E	D	–	B	45	10	30	30	100
Occult Scimitar+5	143	150	0	0	100	E	D	–	B	45	10	30	30	
Fire Scimitar	120	0	120	0	100	–	–	–	–	45	10	30	30	50
Fire Scimitar+5	160	0	160	0	100	–	–	–	–	45	10	31.5	30	
Fire Scimitar+10	224	0	224	0	100	–	–	–	–	45	10	33	30	
Chaos Scimitar	150	0	150	0	100	–	–	–	–	45	10	30	30	50
Chaos Scimitar+5	187	0	187	0	100	–	–	–	–	45	10	33	30	

Shotel



Type Slash | **Weight** 2.5 | **Upgrade** 200

Stability 30 | **Durability** 120

Acquired from Shiva of the East 10000 Souls, Sen's Fortress (1)

9	14	0	0
45	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Shotel	82	0	0	0	100	E	C	–	–	45	10	30	30	50
Shotel+5	123	0	0	0	100	E	C	–	–	45	10	30	30	
Shotel+10	164	0	0	0	100	E	C	–	–	45	10	30	30	
Shotel+15	205	0	0	0	100	E	C	–	–	45	10	30	30	
Crystal Shotel	180	0	0	0	100	E	C	–	–	45	10	30	30	1
Crystal Shotel+5	221	0	0	0	100	E	C	–	–	45	10	30	30	
Lightning Shotel	164	0	0	164	100	–	–	–	–	45	10	30	30	500
Lightning Shotel+5	225	0	0	229	100	–	–	–	–	45	10	30	42	
Raw Shotel	141	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Shotel+5	188	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Shotel	93	100	0	0	100	E	E	C	–	45	10	30	30	50
Magic Shotel+5	124	134	0	0	100	E	E	C	–	45	10	30	30	
Magic Shotel+10	155	167	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Shotel	124	132	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Shotel+5	148	153	0	0	100	E	E	B	–	45	10	30	30	
Divine Shotel	82	102	0	0	100	D	E	–	C	45	10	30	30	100
Divine Shotel+5	110	136	0	0	100	D	E	–	C	45	10	30	30	
Divine Shotel+10	137	170	0	0	100	D	E	–	C	45	10	30	30	
Occult Shotel	112	124	0	0	100	E	D	–	C	45	10	30	30	100
Occult Shotel+5	145	155	0	0	100	E	D	–	C	45	10	30	30	
Fire Shotel	123	0	123	0	100	–	–	–	–	45	10	30	30	50
Fire Shotel+5	164	0	164	0	100	–	–	–	–	45	10	31.5	30	
Fire Shotel+10	229	0	229	0	100	–	–	–	–	45	10	33	30	
Chaos Shotel	154	0	154	0	100	–	–	–	–	45	10	30	30	50
Chaos Shotel+5	192	0	192	0	100	–	–	–	–	45	10	33	30	

Jagged Ghost Blade



Type Slash/Thrust | **Weight** 1.5 | **Upgrade** 2000 + Twinkling Titanite

Stability 30 | **Durability** 100

Acquired from Ghost (Male) (A)

7 0 0 0

45 10 30 30

Note Cursed weapon, so can hit the Ghosts found in New Londo Ruins. Bleed build-up is 30 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Jagged Ghost Blade	140	0	0	0	100	E	–	–	–	45	10	30	30	100
Jagged Ghost Blade+5	210	0	0	0	100	E	–	–	–	45	10	30	30	

Painting Guardian Sword



Type Slash | **Weight** 1.5 | **Upgrade** 200

Stability 30 | **Durability** 100

Acquired from Painting Guard (A)

7 20 0 0

45 10 30 30

Note Bleed build-up is 30 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Painting Guardian Sword	76	0	0	0	100	E	A	–	–	45	10	30	30	50
Painting Guardian Sword+5	114	0	0	0	100	E	A	–	–	45	10	30	30	
Painting Guardian Sword+10	152	0	0	0	100	E	A	–	–	45	10	30	30	
Painting Guardian Sword+15	190	0	0	0	100	E	A	–	–	45	10	30	30	
Crys. Ptg. Guardian Sword	167	0	0	0	100	E	A	–	–	45	10	30	30	1
Crys. Ptg. Guardian Sword+5	205	0	0	0	100	E	A	–	–	45	10	30	30	
Ltng. Ptg. Guardian Sword	152	0	0	152	100	–	–	–	–	45	10	30	30	500
Ltng. Ptg. Guardian Sword+5	209	0	0	212	100	–	–	–	–	45	10	30	42	
Raw Painting Guardian Sword	130	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Ptg. Guardian Sword+5	174	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Ptg. Guardian Sword	85	93	0	0	100	E	E	B	–	45	10	30	30	50
Magic Ptg. Guardian Sword+5	114	124	0	0	100	E	E	B	–	45	10	30	30	
Mag. Ptg. Guardian Sword+10	142	155	0	0	100	E	E	B	–	45	10	30	30	
Ench. Ptg. Guardian Sword	114	122	0	0	100	E	E	B	–	45	10	30	30	50
Ench. Ptg. Guardian Sword+5	136	141	0	0	100	E	E	A	–	45	10	30	30	
Div. Ptg. Guardian Sword	76	94	0	0	100	D	E	–	B	45	10	30	30	100
Div. Ptg. Guardian Sword+5	102	126	0	0	100	D	E	–	B	45	10	30	30	
Div. Ptg. Guardian Sword+10	127	157	0	0	100	D	E	–	B	45	10	30	30	
Occ. Ptg. Guardian Sword	104	114	0	0	100	E	D	–	B	45	10	30	30	100
Occ. Ptg. Guardian Sword+5	135	142	0	0	100	E	D	–	B	45	10	30	30	
Fire Ptg. Guardian Sword	114	0	114	0	100	–	–	–	–	45	10	30	30	50
Fire Ptg. Guardian Sword+5	152	0	152	0	100	–	–	–	–	45	10	31.5	30	
Fire Ptg. Guardian Sword+10	212	0	212	0	100	–	–	–	–	45	10	33	30	
Chaos Ptg. Guardian Sword	142	0	142	0	100	–	–	–	–	45	10	30	30	50
Chaos Ptg. Guardian Sword+5	177	0	177	0	100	–	–	–	–	45	10	33	30	

Quelaag's Furysword



Type Slash | **Weight** 3.5 | **Upgrade** 5000 + Demon Titanite

Stability 30 | **Durability** 600

Acquired from Ascension only

11 13 0 0

45 10 30 30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Quelaag's Furysword	60	0	180	0	100	E	B	–	–	45	10	30	30	5000
Quelaag's Furysword+5	90	0	270	0	100	E	B	–	–	45	10	30	30	

Curved Greatsword

Curved Greatswords offer the same difference in range and attack power of normal Curved Swords, as Greatswords do over Straight Swords. These weapons still are predominantly slashing attack weapons, but each strike has a lot more weight behind it for increased damage over normal Curved Swords. Because of the attack angles, these weapons still have slightly less range than their traditional Greatsword counterparts, but they are still faster, which makes them effective against enemy groups.

General Attacks

Attack	Description
Weak Attack	Diagonal slash that can be followed up by a horizontal slash with an additional input
Strong Attack	Dashing horizontal slash
Roll + Weak Attack	Spinning diagonal slash
Roll + Strong Attack	No change
Backstep + Weak Attack	Jumping horizontal slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping horizontal slash
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	Dashing vertical slash

Server



Type Slash | **Weight** 10 | **Upgrade** 400

Stability 36 | **Durability** 140

Acquired from Blighttown/Quelaag's Domain (1)

24 13 0 0

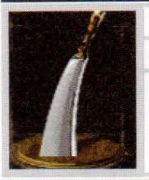
60 10 40 40

Note Each attack absorbs 7 HP from the enemy

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Server	107	0	0	0	100	E	C	–	–	60	10	40	40	50
Server+5	160	0	0	0	100	E	C	–	–	60	10	40	40	
Server+10	214	0	0	0	100	E	C	–	–	60	10	40	40	
Server+15	267	0	0	0	100	E	C	–	–	60	10	40	40	
Crystal Server	235	0	0	0	100	E	C	–	–	60	10	40	40	1
Crystal Server+5	288	0	0	0	100	E	C	–	–	60	10	40	40	
Lightning Server	214	0	0	214	100	–	–	–	–	60	10	40	40	500
Lightning Server+5	294	0	0	299	100	–	–	–	–	60	10	40	40	
Raw Server	184	0	0	0	100	D	D	–	–	60	10	40	40	50
Raw Server+5	246	0	0	0	100	D	D	–	–	60	10	40	40	
Magic Server	120	130	0	0	100	E	E	C	–	60	10	40	40	50
Magic Server+5	160	174	0	0	100	E	E	C	–	60	10	40	40	
Magic Server+10	200	217	0	0	100	E	E	C	–	60	10	40	40	
Enchanted Server	160	172	0	0	100	E	E	C	–	60	10	40	40	50
Enchanted Server+5	192	199	0	0	100	E	E	B	–	60	10	40	40	
Divine Server	108	132	0	0	100	D	E	–	C	60	10	40	40	100
Divine Server+5	144	176	0	0	100	D	E	–	C	60	10	40	40	
Divine Server+10	180	220	0	0	100	D	E	–	C	60	10	40	40	
Occult Server	148	160	0	0	100	E	D	–	C	60	10	40	40	100

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Occult Server+5	192	200	0	0	100	E	D	–	C	60	10	40	40	
Fire Server	160	0	160	0	100	–	–	–	–	60	10	40	40	50
Fire Server+5	214	0	214	0	100	–	–	–	–	60	10	42	40	
Fire Server+10	299	0	299	0	100	–	–	–	–	60	10	44	40	
Chaos Server	200	0	200	0	100	–	–	–	–	60	10	40	40	50
Chaos Server+5	250	0	250	0	100	–	–	–	–	60	10	44	40	

Murakumo



Type Slash | **Weight** 12 | **Upgrade** 400

Stability 36 | **Durability** 180

Acquired from Giant Skeleton Swordsmen (A), G.S.S. (Grave King's servant) (A), G.S.S. (when king not sealed) (A), G.S.S. (when king not sealed) (A), Drop: Shiva of the East

28 13 0 0

60 10 40 40

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Murakumo	113	0	0	0	100	E	B	–	–	60	10	40	40	50
Murakumo+5	169	0	0	0	100	E	B	–	–	60	10	40	40	
Murakumo+10	226	0	0	0	100	E	B	–	–	60	10	40	40	
Murakumo+15	282	0	0	0	100	E	B	–	–	60	10	40	40	
Crystal Murakumo	248	0	0	0	100	E	B	–	–	60	10	40	40	1
Crystal Murakumo+5	305	0	0	0	100	E	B	–	–	60	10	40	40	
Lightning Murakumo	226	0	0	226	100	–	–	–	–	60	10	40	40	500
Lightning Murakumo+5	310	0	0	316	100	–	–	–	–	60	10	40	56	
Raw Murakumo	195	0	0	0	100	D	D	–	–	60	10	40	40	50
Raw Murakumo+5	260	0	0	0	100	D	D	–	–	60	10	40	40	
Magic Murakumo	127	138	0	0	100	E	E	C	–	60	10	40	40	50
Magic Murakumo+5	170	184	0	0	100	E	E	C	–	60	10	40	40	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Magic Murakumo+10	212	230	0	0	100	E	E	C	–	60	10	40	40	
Enchanted Murakumo	170	180	0	0	100	E	E	C	–	60	10	40	40	50
Enchanted Murakumo+5	204	208	0	0	100	E	E	A	–	60	10	40	40	
Divine Murakumo	114	139	0	0	100	D	E	–	C	60	10	40	40	100
Divine Murakumo+5	152	186	0	0	100	D	E	–	C	60	10	40	40	
Divine Murakumo+10	190	232	0	0	100	D	E	–	C	60	10	40	40	
Occult Murakumo	156	170	0	0	100	E	D	–	B	60	10	40	40	100
Occult Murakumo+5	202	212	0	0	100	E	D	–	B	60	10	40	40	
Fire Murakumo	169	0	169	0	100	–	–	–	–	60	10	40	40	50
Fire Murakumo+5	226	0	226	0	100	–	–	–	–	60	10	42	40	
Fire Murakumo+10	316	0	316	0	100	–	–	–	–	60	10	44	40	
Chaos Murakumo	212	0	212	0	100	–	–	–	–	60	10	40	40	50
Chaos Murakumo+5	265	0	265	0	100	–	–	–	–	60	10	44	40	

Gravelord Sword



Type Slash/Thrust | **Weight** 10 | **Upgrade** 5000 + Demon Titanite

Stability 36 | **Durability** 600

Acquired from Covenant: Gravelord Servant

24 13 0 0

60 10 40 40

Note Toxin build-up is 30 per hit, and once infected, Toxin does 5 damager per second for 600 seconds. One and two-handed Strong Attacks are replaced by a thrust attack

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Gravelord Sword	255	0	0	0	100	E	E	–	–	60	10	40	40	100
Gravelord Sword+5	382	0	0	0	100	E	E	–	–	60	10	40	40	

Katana

Katanas are one of the better all-round balanced weapons in the game, with a good combination of slash and thrust attacks. Their range and speed also fall somewhere between Greatswords and Straight Swords so they can be used effectively at all ranges. Because the blades on these weapons are so sharp, they are all also capable of inflicting massive amounts of Bleed damage, so successive strikes can be deadly to any foe. The sharpness of their blades is also their main downfall, because they all have relatively low durability compared to other weapons, As long as you keep them repaired, however, there is no situation they cannot be useful in.

General Attacks

Attack	Description
Weak Attack	Diagonal slash that can be continued with additional inputs
Strong Attack	Dashing thrust
Roll + Weak Attack	No change
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing thrust
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping thrust
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	Slow downward slash

Uchigatana



Type Slash/Thrust | **Weight** 5 | **Upgrade** 200

Stability 30 | **Durability** 80

Acquired from Shiva of the East 5000 Souls, Drop: Undead Merchant (male)

14 14 0 0

45 10 30 30

Note Bleed build-up is 33 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Uchigatana	90	0	0	0	100	–	B	–	–	45	10	30	30	50
Uchigatana+5	135	0	0	0	100	–	B	–	–	45	10	30	30	
Uchigatana+10	180	0	0	0	100	–	B	–	–	45	10	30	30	
Uchigatana+15	225	0	0	0	100	–	B	–	–	45	10	30	30	
Crystal Uchigatana	198	0	0	0	100	–	B	–	–	45	10	30	30	1
Crystal Uchigatana+5	243	0	0	0	100	–	B	–	–	45	10	30	30	
Lightning Uchigatana	180	0	0	180	100	–	–	–	–	45	10	30	30	500
Lightning Uchigatana+5	247	0	0	252	100	–	–	–	–	45	10	30	42	
Raw Uchigatana	156	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Uchigatana+5	208	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Uchigatana	102	109	0	0	100	E	E	C	–	45	10	30	30	50
Magic Uchigatana+5	136	146	0	0	100	E	E	C	–	45	10	30	30	
Magic Uchigatana+10	170	182	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Uchigatana	136	144	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Uchigatana+5	163	167	0	0	100	E	E	B	–	45	10	30	30	
Divine Uchigatana	91	111	0	0	100	D	E	–	C	45	10	30	30	100
Divine Uchigatana+5	122	148	0	0	100	D	E	–	C	45	10	30	30	
Divine Uchigatana+10	152	185	0	0	100	D	E	–	C	45	10	30	30	
Occult Uchigatana	124	136	0	0	100	E	E	–	C	45	10	30	30	100
Occult Uchigatana+5	161	170	0	0	100	E	E	–	C	45	10	30	30	
Fire Uchigatana	135	0	135	0	100	–	–	–	–	45	10	30	30	50
Fire Uchigatana+5	180	0	180	0	100	–	–	–	–	45	10	31.5	30	
Fire Uchigatana+10	252	0	252	0	100	–	–	–	–	45	10	33	30	
Chaos Uchigatana	168	0	168	0	100	–	–	–	–	45	10	30	30	50
Chaos Uchigatana+5	210	0	210	0	100	–	–	–	–	45	10	33	30	

Washing Pole



Type Slash/Thrust | **Weight** 8 | **Upgrade** 200

Stability 30 | **Durability** 60

Acquired from Shiva of the East
20000 Souls

20	16	0	0
45	10	30	30

Note One-handed Strong Attack is replaced with a thrust. Bleed build-up is 30 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Washing Pole	90	0	0	0	100	D	D	–	–	45	10	30	30	50
Washing Pole+5	135	0	0	0	100	D	D	–	–	45	10	30	30	
Washing Pole+10	180	0	0	0	100	D	D	–	–	45	10	30	30	
Washing Pole+15	225	0	0	0	100	D	D	–	–	45	10	30	30	
Crystal Washing Pole	198	0	0	0	100	D	D	–	–	45	10	30	30	1
Crystal Washing Pole+5	243	0	0	0	100	D	D	–	–	45	10	30	30	
Lightning Washing Pole	180	0	0	180	100	–	–	–	–	45	10	30	30	500
Lightning Washing Pole+5	247	0	0	252	100	–	–	–	–	45	10	30	42	
Raw Washing Pole	156	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Washing Pole+5	208	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Washing Pole	102	109	0	0	100	E	E	C	–	45	10	30	30	50
Magic Washing Pole+5	136	146	0	0	100	E	E	C	–	45	10	30	30	
Magic Washing Pole+10	170	182	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Washing Pole	136	144	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Washing Pole+5	163	167	0	0	100	E	E	B	–	45	10	30	30	
Divine Washing Pole	91	111	0	0	100	D	E	–	C	45	10	30	30	100
Divine Washing Pole+5	122	148	0	0	100	D	E	–	C	45	10	30	30	
Divine Washing Pole+10	152	185	0	0	100	D	E	–	C	45	10	30	30	
Occult Washing Pole	124	136	0	0	100	E	D	–	C	45	10	30	30	100
Occult Washing Pole+5	161	170	0	0	100	E	D	–	C	45	10	30	30	
Fire Washing Pole	135	0	135	0	100	–	–	–	–	45	10	30	30	50
Fire Washing Pole+5	180	0	180	0	100	–	–	–	–	45	10	31.5	30	
Fire Washing Pole+10	252	0	252	0	100	–	–	–	–	45	10	33	30	
Chaos Washing Pole	168	0	168	0	100	–	–	–	–	45	10	30	30	50
Chaos Washing Pole+5	210	0	210	0	100	–	–	–	–	45	10	33	30	

Iaito



Type Slash | **Weight** 5 | **Upgrade** 200

Stability 30 | **Durability** 80

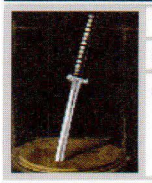
Acquired from Blighttown/Quelaag's Domain (1)

14	20	0	0
45	10	30	30

Note One-handed and two-handed Strong Attack is replaced by a dashing horizontal slash. Bleed build-up is 33 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Iaito	88	0	0	0	100	–	B	–	–	45	10	30	30	50
Iaito+5	132	0	0	0	100	–	B	–	–	45	10	30	30	
Iaito+10	176	0	0	0	100	–	B	–	–	45	10	30	30	
Iaito+15	220	0	0	0	100	–	B	–	–	45	10	30	30	
Crystal Iaito	193	0	0	0	100	–	B	–	–	45	10	30	30	1
Crystal Iaito+5	237	0	0	0	100	–	B	–	–	45	10	30	30	
Lightning Iaito	176	0	0	176	100	–	–	–	–	45	10	30	30	500
Lightning Iaito+5	242	0	0	246	100	–	–	–	–	45	10	30	42	
Raw Iaito	151	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Iaito+5	202	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Iaito	99	108	0	0	100	E	E	C	–	45	10	30	30	50
Magic Iaito+5	132	144	0	0	100	E	E	C	–	45	10	30	30	
Magic Iaito+10	165	180	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Iaito	132	140	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Iaito+5	158	162	0	0	100	E	E	B	–	45	10	30	30	
Divine Iaito	88	109	0	0	100	D	E	–	C	45	10	30	30	100
Divine Iaito+5	118	146	0	0	100	D	E	–	C	45	10	30	30	
Divine Iaito+10	147	182	0	0	100	D	E	–	C	45	10	30	30	
Occult Iaito	120	132	0	0	100	E	E	–	C	45	10	30	30	100
Occult Iaito+5	156	165	0	0	100	E	E	–	C	45	10	30	30	
Fire Iaito	132	0	132	0	100	–	–	–	–	45	10	30	30	50
Fire Iaito+5	176	0	176	0	100	–	–	–	–	45	10	31.5	30	
Fire Iaito+10	246	0	246	0	100	–	–	–	–	45	10	33	30	
Chaos Iaito	166	0	166	0	100	–	–	–	–	45	10	30	30	50
Chaos Iaito+5	207	0	207	0	100	–	–	–	–	45	10	33	30	

Chaos Blade



Type Slash | **Weight** 6 | **Upgrade** 5000 + Demon Titanite

Stability 30 | **Durability** 120

Acquired from Ascension only

16	14	0	0
45	10	30	30

Note One-handed Strong Attack is replaced by a dashing horizontal slash. Player loses 20 HP with every successful hit. Bleed build-up is 36 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Chaos Blade	133	0	0	0	100	–	B	–	–	45	10	30	30	1000
Chaos Blade+5	199	0	0	0	100	–	B	–	–	45	10	30	30	



Thrusting Sword

Thrusting Swords, like Curved Swords, focus on predominantly one type of damage, and forgo the balance of normal swords to excel in one specific field. They are the ideal weapons for getting through the heavy armor or scales of an enemy, and their unique attack motion allows for very rapid attacks. While the pinpoint precision of the strikes with these weapons make them very effective against armor, it does also bring with it some inherent weaknesses. The impact area of the strikes is very small, which means that attacks can often be easily evaded or blocked with a shield. To get the most out of these weapons, they should be used with a counter-hitting style that tries to interrupt an opponent's attack once it has begun.

General Attacks

Attack	Description
Weak Attack	Quick advancing thrust that can be followed up by additional inputs
Strong Attack	Slow advancing thrust
Roll + Weak Attack	Upward thrust
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing thrust
Backstep + Strong Attack	No change
Direction + Weak Attack	Quick thrust followed up by a backstep
Direction + Strong Attack	Jumping thrust
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	No change

Mail Breaker



Type Thrust | **Weight** 0.5 | **Upgrade** 100

Stability 22 | **Durability** 200

Acquired from Undead Burg/Undead Parish (1)

5	12	0	0	
45	10	30	30	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Mail Breaker	57	0	0	0	120	D	C	–	–	45	10	30	30	50
Mail Breaker+5	85	0	0	0	120	D	C	–	–	45	10	30	30	
Mail Breaker+10	114	0	0	0	120	D	C	–	–	45	10	30	30	
Mail Breaker+15	142	0	0	0	120	D	C	–	–	45	10	30	30	
Crystal Mail Breaker	125	0	0	0	120	D	C	–	–	45	10	30	30	1
Crystal Mail Breaker+5	153	0	0	0	120	D	C	–	–	45	10	30	30	
Lightning Mail Breaker	114	0	0	114	120	–	–	–	–	45	10	30	30	500
Lightning Mail Breaker+5	156	0	0	159	120	–	–	–	–	45	10	30	42	
Raw Mail Breaker	99	0	0	0	120	D	D	–	–	45	10	30	30	50
Raw Mail Breaker+5	132	0	0	0	120	D	D	–	–	45	10	30	30	
Magic Mail Breaker	64	69	0	0	120	E	E	C	–	45	10	30	30	50
Magic Mail Breaker+5	86	92	0	0	120	E	E	C	–	45	10	30	30	
Magic Mail Breaker+10	107	115	0	0	120	E	E	C	–	45	10	30	30	
Enchanted Mail Breaker	86	92	0	0	120	E	E	C	–	45	10	30	30	50
Enchanted Mail Breaker+5	103	106	0	0	120	E	E	B	–	45	10	30	30	
Divine Mail Breaker	57	70	0	0	120	D	E	–	C	45	10	30	30	100
Divine Mail Breaker+5	76	94	0	0	120	D	E	–	C	45	10	30	30	
Divine Mail Breaker+10	95	117	0	0	120	D	E	–	C	45	10	30	30	
Occult Mail Breaker	78	86	0	0	120	E	D	–	C	45	10	30	30	100
Occult Mail Breaker+5	101	107	0	0	120	E	D	–	C	45	10	30	30	
Fire Mail Breaker	85	0	85	0	120	–	–	–	–	45	10	30	30	50
Fire Mail Breaker+5	114	0	114	0	120	–	–	–	–	45	10	31.5	30	
Fire Mail Breaker+10	159	0	159	0	120	–	–	–	–	45	10	33	30	
Chaos Mail Breaker	106	0	106	0	120	–	–	–	–	45	10	30	30	50
Chaos Mail Breaker+5	132	0	132	0	120	–	–	–	–	45	10	33	30	

Rapier



Type Thrust | **Weight** 1.5 | **Upgrade** 200

Stability 22 | **Durability** 150

Acquired from Undead Merchant (male) 600 Souls, Elite Undead Guard (Rapier) (A)

7	12	0	0
45	10	30	30

Note One and two-handed Strong Attack is replaced by a long range thrust

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Rapier	73	0	0	0	110	D	C	–	–	45	10	30	30	50
Rapier+5	109	0	0	0	110	D	C	–	–	45	10	30	30	
Rapier+10	146	0	0	0	110	D	C	–	–	45	10	30	30	
Rapier+15	182	0	0	0	110	D	C	–	–	45	10	30	30	
Crystal Rapier	160	0	0	0	110	D	C	–	–	45	10	30	30	1
Crystal Rapier+5	197	0	0	0	110	D	C	–	–	45	10	30	30	
Lightning Rapier	146	0	0	146	110	–	–	–	–	45	10	30	30	500
Lightning Rapier+5	200	0	0	204	110	–	–	–	–	45	10	30	42	
Raw Rapier	126	0	0	0	110	D	D	–	–	45	10	30	30	50
Raw Rapier+5	168	0	0	0	110	D	D	–	–	45	10	30	30	
Magic Rapier	82	88	0	0	110	E	E	C	–	45	10	30	30	50
Magic Rapier+5	110	118	0	0	110	E	E	C	–	45	10	30	30	
Magic Rapier+10	137	147	0	0	110	E	E	C	–	45	10	30	30	
Enchanted Rapier	110	116	0	0	110	E	E	C	–	45	10	30	30	50
Enchanted Rapier+5	132	134	0	0	110	E	E	B	–	45	10	30	30	
Divine Rapier	73	90	0	0	110	D	E	–	C	45	10	30	30	100
Divine Rapier+5	98	120	0	0	110	D	E	–	C	45	10	30	30	
Divine Rapier+10	122	150	0	0	110	D	E	–	C	45	10	30	30	
Occult Rapier	100	100	0	0	110	E	D	–	C	45	10	30	30	100
Occult Rapier+5	130	137	0	0	110	E	D	–	C	45	10	30	30	
Fire Rapier	109	0	109	0	110	–	–	–	–	45	10	30	30	50
Fire Rapier+5	146	0	146	0	110	–	–	–	–	45	10	31.5	30	
Fire Rapier+10	204	0	204	0	110	–	–	–	–	45	10	33	30	
Chaos Rapier	136	0	136	0	110	–	–	–	–	45	10	30	30	50
Chaos Rapier+5	170	0	170	0	110	–	–	–	–	45	10	33	30	

Estoc



Type Reg./Thrust | **Weight** 3 | **Upgrade** 200

Stability 22 | **Durability** 150

Acquired from Valley of Drakes/New Londo Ruins (1)

10	12	0	0
45	10	30	30

Note One and two-handed Strong Attack is replaced by a horizontal slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Estoc	75	0	0	0	100	D	C	–	–	45	10	30	30	50
Estoc+5	112	0	0	0	100	D	C	–	–	45	10	30	30	
Estoc+10	150	0	0	0	100	D	C	–	–	45	10	30	30	
Estoc+15	187	0	0	0	100	D	C	–	–	45	10	30	30	
Crystal Estoc	165	0	0	0	100	D	C	–	–	45	10	30	30	1
Crystal Estoc+5	202	0	0	0	100	D	C	–	–	45	10	30	30	
Lightning Estoc	150	0	0	150	100	–	–	–	–	45	10	30	30	500
Lightning Estoc+5	206	0	0	206	100	–	–	–	–	45	10	30	42	
Raw Estoc	129	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Estoc+5	172	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Estoc	84	91	0	0	100	E	E	C	–	45	10	30	30	50
Magic Estoc+5	112	122	0	0	100	E	E	C	–	45	10	30	30	
Magic Estoc+10	140	152	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Estoc	112	120	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Estoc+5	134	139	0	0	100	E	E	B	–	45	10	30	30	
Divine Estoc	76	93	0	0	100	D	E	–	C	45	10	30	30	100
Divine Estoc+5	102	124	0	0	100	D	E	–	C	45	10	30	30	
Divine Estoc+10	127	155	0	0	100	D	E	–	C	45	10	30	30	
Occult Estoc	104	112	0	0	100	E	D	–	C	45	10	30	30	100
Occult Estoc+5	135	140	0	0	100	E	D	–	C	45	10	30	30	
Fire Estoc	112	0	112	0	100	–	–	–	–	45	10	30	30	50
Fire Estoc+5	150	0	150	0	100	–	–	–	–	45	10	31.5	30	
Fire Estoc+10	210	0	210	0	100	–	–	–	–	45	10	33	30	
Chaos Estoc	140	0	140	0	100	–	–	–	–	45	10	30	30	50
Chaos Estoc+5	175	0	175	0	100	–	–	–	–	45	10	33	30	

Velka's Rapier



Type Reg./Thrust | **Weight** 2 | **Upgrade** 2000 + Twinkling Titanite

Stability 22 | **Durability** 130

Acquired from Painted World Of Ariamis (1)

8	16	16	0
45	10	30	30

Note One and two-handed Strong Attack is replaced by a double vertical slash that can be followed up with a lunging thrust by an additional input

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Velka's Rapier	60	97	0	0	100	E	C	B	–	45	10	30	30	5000
Velka's Rapier+5	90	145	0	0	100	E	C	B	–	45	10	30	30	

Ricard's Rapier



Type Thrust | **Weight** 2 | **Upgrade** 200

Stability 22 | **Durability** 100

Acquired from Drop: Undead Prince Ricard

8	20	0	0
45	10	30	30

Note One and two-handed Strong Attack is replaced by a quick double thrust that can be followed up with a flury of thrusts by an additional input

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Ricard's Rapier	70	0	0	0	100	E	B	–	–	45	10	30	30	50
Ricard's Rapier+5	105	0	0	0	100	E	B	–	–	45	10	30	30	
Ricard's Rapier+10	140	0	0	0	100	E	B	–	–	45	10	30	30	
Ricard's Rapier+15	175	0	0	0	100	E	B	–	–	45	10	30	30	
Crystal Ricard's Rapier	154	0	0	0	100	E	B	–	–	45	10	30	30	1
Crystal Ricard's Rapier+5	189	0	0	0	100	E	B	–	–	45	10	30	30	
Lightning Ricard's Rapier	140	0	0	140	100	–	–	–	–	45	10	30	30	500
Lightning Ricard's Rapier+5	192	0	0	196	100	–	–	–	–	45	10	30	42	
Raw Ricard's Rapier	121	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Ricard's Rapier+5	162	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Ricard's Rapier	79	85	0	0	100	E	E	C	–	45	10	30	30	50
Magic Ricard's Rapier+5	106	114	0	0	100	E	E	C	–	45	10	30	30	
Magic Ricard's Rapier+10	132	142	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Ricard's Rapier	106	112	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Ricard's Rapier+5	127	129	0	0	100	E	E	B	–	45	10	30	30	
Divine Ricard's Rapier	70	87	0	0	100	D	E	–	C	45	10	30	30	100
Divine Ricard's Rapier+5	94	116	0	0	100	D	E	–	C	45	10	30	30	
Divine Ricard's Rapier+10	117	145	0	0	100	D	E	–	C	45	10	30	30	
Occult Ricard's Rapier	96	106	0	0	100	E	D	–	C	45	10	30	30	100
Occult Ricard's Rapier+5	124	132	0	0	100	E	D	–	C	45	10	30	30	
Fire Ricard's Rapier	105	0	105	0	100	–	–	–	–	45	10	30	30	50
Fire Ricard's Rapier+5	140	0	140	0	100	–	–	–	–	45	10	31.5	30	
Fire Ricard's Rapier+10	196	0	196	0	100	–	–	–	–	45	10	33	30	
Chaos Ricard's Rapier	132	0	132	0	100	–	–	–	–	45	10	30	30	50
Chaos Ricard's Rapier+5	165	0	165	0	100	–	–	–	–	45	10	33	30	

Axe

Axes are a group of weapons designed for use in one-hand, where the wielder puts all of their effort behind single, hard-hitting attacks. Most Axe attacks have a very wide horizontal arc, making them very effective at dealing with sidestepping opponents or groups of enemies. They do, however, tend to be quite small weapons so they do not have much reach, This means you have to get very close to your opponent when using one.

General Attacks

Attack	Description
Weak Attack	Horizontal swing
Strong Attack	Slow downward swing
Roll + Weak Attack	Downward swing
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing diagonal swing
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping downward swing
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	No change

Hand Axe



Type Regular | **Weight** 2 | **Upgrade** 200

Stability 36 | **Durability** 250

Acquired from Pyromancer (default), Undead Merchant (male) 450 Souls

8	8	0	0
55	10	40	40

Note Weak attack replaced by a quick horizontal swing that can be followed up by additional inputs

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Hand Axe	80	0	0	0	100	C	D	–	–	55	10	40	40	50
Hand Axe+5	120	0	0	0	100	C	D	–	–	55	10	40	40	
Hand Axe+10	160	0	0	0	100	C	D	–	–	55	10	40	40	
Hand Axe+15	200	0	0	0	100	C	D	–	–	55	10	40	40	
Crystal Hand Axe	176	0	0	0	100	C	D	–	–	55	10	40	40	1
Crystal Hand Axe+5	216	0	0	0	100	C	D	–	–	55	10	40	40	
Lightning Hand Axe	160	0	0	160	100	–	–	–	–	55	10	40	40	500
Lightning Hand Axe+5	220	0	0	224	100	–	–	–	–	55	10	40	56	
Raw Hand Axe	138	0	0	0	100	D	D	–	–	55	10	40	40	50
Raw Hand Axe+5	184	0	0	0	100	D	D	–	–	55	10	40	40	
Magic Hand Axe	90	97	0	0	100	E	E	–	C	55	10	40	40	50
Magic Hand Axe+5	120	130	0	0	100	E	E	C	–	55	10	40	40	
Magic Hand Axe+10	150	162	0	0	100	E	E	C	–	55	10	40	40	
Enchanted Hand Axe	120	128	0	0	100	E	E	C	–	55	10	40	40	50
Enchanted Hand Axe+5	144	148	0	0	100	E	E	B	–	55	10	40	40	
Divine Hand Axe	81	99	0	0	100	D	E	–	C	55	10	40	40	100
Divine Hand Axe+5	108	132	0	0	100	D	E	–	C	55	10	40	40	
Divine Hand Axe+10	135	165	0	0	100	D	E	–	C	55	10	40	40	
Occult Hand Axe	110	120	0	0	100	E	D	–	C	55	10	40	40	100
Occult Hand Axe+5	143	150	0	0	100	E	D	–	C	55	10	40	40	
Fire Hand Axe	120	0	120	0	100	–	–	–	–	55	10	40	40	50
Fire Hand Axe+5	160	0	160	0	100	–	–	–	–	55	10	42	40	
Fire Hand Axe+10	224	0	224	0	100	–	–	–	–	55	10	44	40	
Chaos Hand Axe	150	0	150	0	100	–	–	–	–	55	10	40	40	50
Chaos Hand Axe+5	187	0	187	0	100	–	–	–	–	55	10	44	40	

Battle Axe



Type Regular | **Weight** 4 | **Upgrade** 200

Stability 36 | **Durability** 250

Acquired from Bandit (default), Andre of Astora 1000 Souls, Armored Zombie (Axe) (A)

12 8 0 0
55 10 40 40

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Battle Axe	95	0	0	0	100	C	D	–	–	55	10	40	40	50
Battle Axe+5	142	0	0	0	100	C	D	–	–	55	10	40	40	
Battle Axe+10	190	0	0	0	100	C	D	–	–	55	10	40	40	
Battle Axe+15	237	0	0	0	100	C	D	–	–	55	10	40	40	
Crystal Battle Axe	209	0	0	0	100	C	D	–	–	55	10	40	40	1
Crystal Battle Axe+5	256	0	0	0	100	C	D	–	–	55	10	40	40	
Lightning Battle Axe	190	0	0	190	100	–	–	–	–	55	10	40	66	500
Lightning Battle Axe+5	261	0	0	266	100	–	–	–	–	55	10	40	40	
Raw Battle Axe	163	0	0	0	100	D	D	–	–	55	10	40	40	50
Raw Battle Axe+5	95	218	0	0	100	D	D	–	–	55	10	40	40	
Magic Battle Axe	106	115	0	0	100	E	E	C	–	55	10	40	40	50
Magic Battle Axe+5	142	154	0	0	100	E	E	C	–	55	10	40	40	
Magic Battle Axe+10	177	192	0	0	100	E	E	C	–	55	10	40	40	
Enchanted Battle Axe	142	152	0	0	100	E	E	C	–	55	10	40	40	50
Enchanted Battle Axe+5	170	176	0	0	100	E	E	B	–	55	10	40	40	
Divine Battle Axe	96	117	0	0	100	D	E	–	C	55	10	40	40	100
Divine Battle Axe+5	128	156	0	0	100	D	E	–	C	55	10	40	40	
Divine Battle Axe+10	160	195	0	0	100	D	E	–	C	55	10	40	40	
Occult Battle Axe	130	142	0	0	100	E	D	–	C	55	10	40	40	100
Occult Battle Axe+5	169	177	0	0	100	E	D	–	C	55	10	40	40	
Fire Battle Axe	142	0	142	0	100	–	–	–	–	55	10	40	40	50
Fire Battle Axe+5	190	0	190	0	100	–	–	–	–	55	10	42	40	
Fire Battle Axe+10	266	0	266	0	100	–	–	–	–	55	10	44	40	
Chaos Battle Axe	178	0	178	0	100	–	–	–	–	55	10	40	40	50
Chaos Battle Axe+5	222	0	222	0	100	–	–	–	–	55	10	44	40	

Crescent Axe



Type Regular | **Weight** 7 | **Upgrade** 2000 + Twinkling Titanite

Stability 36 | **Durability** 180

Acquired from Patches 10000 Souls, Drop: Patches

18 12 0 16
55 10 40 40

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Crescent Axe	115	115	0	0	100	D	D	–	B	55	10	40	40	100
Crescent Axe+5	172	172	0	0	100	D	D	–	B	55	10	40	40	

Butcher Knife



Type Regular | **Weight** 10 | **Upgrade** 200

Stability 36 | **Durability** 250

Acquired from Drop: Maneater Mildred

24 0 0 0
55 10 40 40

Note Each attack absorbs 5 HP form the enemy. Strong Attack is replaced with a jumping diagonal swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Butcher Knife	90	0	0	0	100	B	–	–	–	55	10	40	40	50
Butcher Knife+5	135	0	0	0	100	B	–	–	–	55	10	40	40	
Butcher Knife+10	180	0	0	0	100	B	–	–	–	55	10	40	40	
Butcher Knife+15	225	0	0	0	100	B	–	–	–	55	10	40	40	
Crystal Butcher Knife	198	0	0	0	100	B	–	–	–	55	10	40	40	1
Crystal Butcher Knife+5	243	0	0	0	100	B	–	–	–	55	10	40	40	
Lightning Butcher Knife	180	0	0	180	100	–	–	–	–	55	10	40	40	500
Lightning Butcher Knife+5	247	0	0	252	100	–	–	–	–	55	10	40	56	
Raw Butcher Knife	156	0	0	0	100	D	D	–	–	55	10	40	40	50
Raw Butcher Knife+5	208	0	0	0	100	D	D	–	–	55	10	40	40	
Magic Butcher Knife	102	109	0	0	100	E	E	C	–	55	10	40	40	50
Magic Butcher Knife+5	136	146	0	0	100	E	E	C	–	55	10	40	40	
Magic Butcher Knife+10	170	182	0	0	100	E	E	C	–	55	10	40	40	
Enchanted Butcher Knife	136	144	0	0	100	E	E	C	–	55	10	40	40	50
Enchanted Butcher Knife+5	163	167	0	0	100	E	E	B	–	55	10	40	40	
Divine Butcher Knife	91	111	0	0	100	D	E	–	C	55	10	40	40	100
Divine Butcher Knife+5	122	148	0	0	100	D	E	–	C	55	10	40	40	
Divine Butcher Knife+10	152	185	0	0	100	D	E	–	C	55	10	40	40	
Occult Butcher Knife	124	136	0	0	100	E	D	–	C	55	10	40	40	100
Occult Butcher Knife+5	161	170	0	0	100	E	D	–	C	55	10	40	40	
Fire Butcher Knife	135	0	135	0	100	–	–	–	–	55	10	40	40	50
Fire Butcher Knife+5	180	0	180	0	100	–	–	–	–	55	10	42	40	
Fire Butcher Knife+10	252	0	252	0	100	–	–	–	–	55	10	44	40	
Chaos Butcher Knife	168	0	168	0	100	–	–	–	–	55	10	40	40	50
Chaos Butcher Knife+5	210	0	210	0	100	–	–	–	–	55	10	44	40	

Golem Axe



Type Regular | **Weight** 16 | **Upgrade** 5000 + Demon Titanite

Stability 36 | **Durability** 600

Acquired from Ascension only

36 8 0 0
55 10 40 40

Note One-handed strong attack is replaced by an area of effect wind sphere that does Magic damage

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Golem Axe	155	0	0	0	100	C	E	–	–	55	10	40	40	100
Golem Axe+5	232	0	0	0	100	C	E	–	–	55	10	40	40	

Gargoyle Tail Axe



Type Regular | **Weight** 5 | **Upgrade** 200

Stability 36 | **Durability** 150

Acquired from Bell Gargoyle (Tail) (M), Gargoyle (Tail) (M)

14 14 0 0
55 10 40 40

Note Small increase to Poison, Toxin and Bleed buil-up upon initial equip. Provides 100% additional resistance to Bleed and Poison

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Gargoyle Tail Axe	93	0	0	0	100	D	C	–	–	55	10	40	40	50
Gargoyle Tail Axe+5	139	0	0	0	100	D	C	–	–	55	10	40	40	
Gargoyle Tail Axe+10	186	0	0	0	100	D	C	–	–	55	10	40	40	
Gargoyle Tail Axe+15	232	0	0	0	100	D	C	–	–	55	10	40	40	
Crystal Gargoyle Tail Axe	204	0	0	0	100	D	C	–	–	55	10	40	40	1
Crystal Gargoyle Tail Axe+5	251	0	0	0	100	D	C	–	–	55	10	40	40	
Lightning Gargoyle Tail Axe	186	0	0	186	100	–	–	–	–	55	10	40	40	500
Ltng. Gargoyle Tail Axe+5	255	0	0	260	100	–	–	–	–	55	10	40	56	
Raw Gargoyle Tail Axe	160	0	0	0	100	D	D	–	–	55	10	40	40	50
Raw Gargoyle Tail Axe+5	214	0	0	0	100	D	D	–	–	55	10	40	40	
Magic Gargoyle Tail Axe	105	114	0	0	100	E	E	C	–	55	10	40	40	50
Magic Gargoyle Tail Axe+5	140	152	0	0	100	E	E	C	–	55	10	40	40	
Magic Gargoyle Tail Axe+10	175	190	0	0	100	E	E	C	–	55	10	40	40	
Enchanted Gargoyle Tail Axe	140	148	0	0	100	E	E	C	–	55	10	40	40	50
Ench. Gargoyle Tail Axe+5	168	171	0	0	100	E	E	B	–	55	10	40	40	
Divine Gargoyle Tail Axe	94	115	0	0	100	D	E	–	C	55	10	40	40	100
Divine Gargoyle Tail Axe+5	126	154	0	0	100	D	E	–	C	55	10	40	40	
Divine Gargoyle Tail Axe+10	157	192	0	0	100	D	E	–	C	55	10	40	40	
Occult Gargoyle Tail Axe	128	140	0	0	100	E	D	–	C	55	10	40	40	100
Occult Gargoyle Tail Axe+5	166	175	0	0	100	E	C	–	C	55	10	40	40	
Fire Gargoyle Tail Axe	139	0	139	0	100	–	–	–	–	55	10	40	40	50
Fire Gargoyle Tail Axe+5	186	0	186	0	100	–	–	–	–	55	10	42	40	
Fire Gargoyle Tail Axe+10	260	0	260	0	100	–	–	–	–	55	10	44	40	
Chaos Gargoyle Tail Axe	174	0	174	0	100	–	–	–	–	55	10	40	40	50
Chaos Gargoyle Tail Axe+5	217	0	217	0	100	–	–	–	–	55	10	44	40	

Greataxe

Greataxes are among some of the heaviest weapons in the game, and because of that, they also have some of the highest strength requirements in order to wield them. Each swing with these mammoth weapons will require large amounts of stamina, even when they are used with both hands, but this power also makes them difficult for opponents to block. Should your attack miss, however, you will be left extremely open to a counterattack, making the correct timing of your attacks extremely important. Their arc is also not generally as wide as a normal Axe, focusing instead on generating the maximum force possible in the area they do cover.

General Attacks

Attack	Description
Weak Attack	Slow downward swing
Strong Attack	Slow diagonal swing
Roll + Weak Attack	Spinning horizontal swing
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing diagonal swing
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping downward swing
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	No change

Greataxe



Type Regular | **Weight** 14 | **Upgrade** 800

Stability 38 | **Durability** 230

Acquired from Crestfallen Merchant 8000 Souls, Heavy Knight (Mace) (A), Heavy Knight (Sword) (A), Depths (1)

32	8	0	0
55	10	40	40

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Greataxe	140	0	0	0	100	C	E	–	–	55	10	40	40	50
Greataxe+5	210	0	0	0	100	C	E	–	–	55	10	40	40	
Greataxe+10	280	0	0	0	100	C	E	–	–	55	10	40	40	
Greataxe+15	350	0	0	0	100	C	E	–	–	55	10	40	40	
Crystal Greataxe	308	0	0	0	100	C	E	–	–	55	10	40	40	1
Crystal Greataxe+5	378	0	0	0	100	C	E	–	–	55	10	40	40	
Lightning Greataxe	280	0	0	280	100	–	–	–	–	55	10	40	40	500
Lightning Greataxe+5	385	0	0	392	100	–	–	–	–	55	10	40	56	
Raw Greataxe	241	0	0	0	100	D	D	–	–	55	10	40	40	50
Raw Greataxe+5	322	0	0	0	100	D	D	–	–	55	10	40	40	
Magic Greataxe	157	171	0	0	100	E	E	C	–	55	10	40	40	50
Magic Greataxe+5	210	228	0	0	100	E	E	C	–	55	10	40	40	
Magic Greataxe+10	262	285	0	0	100	E	E	C	–	55	10	40	40	
Enchanted Greataxe	210	224	0	0	100	E	E	C	–	55	10	40	40	50
Enchanted Greataxe+5	252	259	0	0	100	E	E	B	–	55	10	40	40	
Divine Greataxe	142	174	0	0	100	D	E	–	C	55	10	40	40	100
Divine Greataxe+5	190	232	0	0	100	D	E	–	C	55	10	40	40	
Divine Greataxe+10	237	290	0	0	100	D	E	–	C	55	10	40	40	
Occult Greataxe	192	210	0	0	100	E	E	–	C	55	10	40	40	100
Occult Greataxe+5	249	262	0	0	100	E	E	–	C	55	10	40	40	
Fire Greataxe	210	0	210	0	100	–	–	–	–	55	10	40	40	50
Fire Greataxe+5	280	0	280	0	100	–	–	–	–	55	10	42	40	
Fire Greataxe+10	392	0	392	0	100	–	–	–	–	55	10	44	40	
Chaos Greataxe	262	0	262	0	100	–	–	–	–	55	10	40	40	50
Chaos Greataxe+5	327	0	327	0	100	–	–	–	–	55	10	44	40	

Demon's Greataxe



Type Regular | **Weight** 22 | **Upgrade** 800

Stability 38 | **Durability** 600

Acquired from Shiva of the East 10000 Souls, Taurus Demon (B), Taurus Demon (Seven Heroes) (B)

46	0	0	0
55	10	40	40

Note One-handed Strong Attack replaced with a large radius horizontal swing. Two-handed Strong Attack replaced by a slow vertical swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Demon's Greataxe	114	0	0	0	100	A	–	–	–	55	10	40	40	50
Demon's Greataxe+5	171	0	0	0	100	A	–	–	–	55	10	40	40	
Demon's Greataxe+10	228	0	0	0	100	A	–	–	–	55	10	40	40	
Demon's Greataxe+15	285	0	0	0	100	A	–	–	–	55	10	40	40	
Crystal Demon's Greataxe	250	0	0	0	100	A	–	–	–	55	10	40	40	1
Crystal Demon's Greataxe+5	307	0	0	0	100	A	–	–	–	55	10	40	40	
Lightning Demon's Greataxe	228	0	0	228	100	–	–	–	–	55	10	40	40	500
Ltng. Demon's Greataxe+5	313	0	0	319	100	–	–	–	–	55	10	40	56	
Raw Demon's Greataxe	196	0	0	0	100	D	D	–	–	55	10	40	40	50
Raw Demon's Greataxe+5	262	0	0	0	100	D	D	–	–	55	10	40	40	
Magic Demon's Greataxe	129	139	0	0	100	E	D	B	–	55	10	40	40	50
Magic Demon's Greataxe+5	172	186	0	0	100	E	D	B	–	55	10	40	40	
Magic Demon's Greataxe+10	215	232	0	0	100	E	D	B	–	55	10	40	40	
Enchanted Demon's Greataxe	172	182	0	0	100	E	E	B	–	55	10	40	40	50
Ench. Demon's Greataxe+5	206	211	0	0	100	E	E	A	–	55	10	40	40	
Divine Demon's Greataxe	115	141	0	0	100	D	E	–	B	55	10	40	40	100
Divine Demon's Greataxe+5	154	188	0	0	100	D	E	–	B	55	10	40	40	
Divine Demon's Greataxe+10	192	235	0	0	100	D	E	–	B	55	10	40	40	
Occult Demon's Greataxe	156	172	0	0	100	E	D	–	A	55	10	40	40	100
Occult Demon's Greataxe+5	202	215	0	0	100	E	D	–	A	55	10	40	40	
Fire Demon's Greataxe	171	0	171	0	100	–	–	–	–	55	10	40	40	50
Fire Demon's Greataxe+5	228	0	228	0	100	–	–	–	–	55	10	42	40	
Fire Demon's Greataxe+10	319	0	319	0	100	–	–	–	–	55	10	44	40	
Chaos Demon's Greataxe	214	0	214	0	100	–	–	–	–	55	10	40	40	50
Chaos Demon's Greataxe+5	267	0	267	0	100	–	–	–	–	55	10	44	40	

Dragon King Greataxe



Type Regular | **Weight** 24 | **Upgrade** 10000 + Dragon Scale

Stability 38 | **Durability** 400

Acquired from Gaping Dragon (Tail) (M)

50	8	0	0
55	10	40	40

Note Raises Fire and Magic Defence by 20 points. Two-handed Strong Attack is replaced by a very large area of effect Magic attack around the wielder

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dragon King Greataxe	360	0	0	0	100	–	–	–	–	55	10	40	40	5000
Dragon King Greataxe+5	540	0	0	0	100	–	–	–	–	55	10	40	40	

Black Knight Greataxe



Type Regular | **Weight** 16 | **Upgrade** 2000 + Twinkling Titanite

Stability 38 | **Durability** 300

Acquired from Black Knight (Axe) (C)

36	18	0	0
55	10	40	40

Note One-handed Weak Attack replaced by a horiztonal swing that can be followed up with additional inputs. One-handed Strong Attack replace by a jumping downward swing. Two-handed Weak Attack replaced by a diagonal swing that can be followed up with additional inputs. Two-handed Strong Attack replaced with a delayed upward swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Black Knight Greataxe	213	0	0	0	100	B	E	–	–	55	10	40	40	100
Black Knight Greataxe+5	319	0	0	0	100	B	E	–	–	55	10	40	40	

Hammer

Hammers are an interesting group of weapons in that they are almost evenly split between Strike types, and types that Thrust. Both share similar attack animations with Axes and Greataxes, and their general usage are similar too. These weapons are designed for single hit damage rather than a quick succession of hits. This means their attacks are often quite labored and slow. Should your attack connect, however, it is quite likely to stagger your foe long enough to land another hit. The sheer force of the blows also makes them very effective against highly defensive opponents, because it will not take long to break their guard.

General Attacks

Attack	Description
Weak Attack	Downward diagonal swing
Strong Attack	Jumping downward swing
Roll + Weak Attack	No change
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing diagonal swing
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	No change
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	No change

Club



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 30 | **Durability** 250

Acquired from Deprived (default), Undead Merchant (male) 150 Souls

10 0 0 0

45 10 30 30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Club	87	0	0	0	100	A	–	–	–	45	10	30	30	50
Club+5	130	0	0	0	100	A	–	–	–	45	10	30	30	
Club+10	174	0	0	0	100	A	–	–	–	45	10	30	30	
Club+15	217	0	0	0	100	A	–	–	–	45	10	30	30	
Crystal Club	191	0	0	0	100	A	–	–	–	45	10	30	30	1
Crystal Club+5	234	0	0	0	100	A	–	–	–	45	10	30	30	
Lightning Club	174	0	0	174	100	–	–	–	–	45	10	30	30	500
Lightning Club+5	239	0	0	243	100	–	–	–	–	45	10	30	42	
Raw Club	150	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Club+5	200	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Club	97	106	0	0	100	E	E	C	–	45	10	30	30	50
Magic Club+5	130	142	0	0	100	E	E	C	–	45	10	30	30	
Magic Club+10	162	177	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Club	130	140	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Club+5	156	162	0	0	100	E	E	A	–	45	10	30	30	
Divine Club	88	108	0	0	100	D	E	–	C	45	10	30	30	100
Divine Club+5	118	144	0	0	100	D	E	–	C	45	10	30	30	
Divine Club+10	147	180	0	0	100	D	E	–	C	45	10	30	30	
Occult Club	120	130	0	0	100	E	D	–	B	45	10	30	30	100
Occult Club+5	156	162	0	0	100	E	D	–	B	45	10	30	30	
Fire Club	130	0	130	0	100	–	–	–	–	45	10	30	30	50
Fire Club+5	174	0	174	0	100	–	–	–	–	45	10	31.5	30	
Fire Club+10	243	0	243	0	100	–	–	–	–	45	10	33	30	
Chaos Club	164	0	164	0	100	–	–	–	–	45	10	30	30	50
Chaos Club+5	205	0	205	0	100	–	–	–	–	45	10	33	30	

Mace



Type Strike | **Weight** 4 | **Upgrade** 200

Stability 30 | **Durability** 250

Acquired from Cleric (default), Patches 3000 Souls, Catacombs (1)

12 0 0 0

45 10 30 30

Note One and two-handed Strong attack is replaced by a slow downward swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Mace	91	0	0	0	100	B	–	–	–	45	10	30	30	50
Mace+5	136	0	0	0	100	B	–	–	–	45	10	30	30	
Mace+10	182	0	0	0	100	B	–	–	–	45	10	30	30	
Mace+15	227	0	0	0	100	B	–	–	–	45	10	30	30	
Crystal Mace	200	0	0	0	100	B	–	–	–	45	10	30	30	1
Crystal Mace+5	245	0	0	0	100	B	–	–	–	45	10	30	30	
Lightning Mace	182	0	0	182	100	–	–	–	–	45	10	30	30	500
Lightning Mace+5	250	0	0	254	100	–	–	–	–	45	10	30	42	
Raw Mace	157	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Mace+5	210	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Mace	102	111	0	0	100	E	E	C	–	45	10	30	30	50
Magic Mace+5	136	148	0	0	100	E	E	C	–	45	10	30	30	
Magic Mace+10	170	185	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Mace	136	146	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Mace+5	163	169	0	0	100	E	E	B	–	45	10	30	30	
Divine Mace	91	112	0	0	100	D	E	–	C	45	10	30	30	100
Divine Mace+5	122	150	0	0	100	D	E	–	C	45	10	30	30	
Divine Mace+10	152	187	0	0	100	D	E	–	C	45	10	30	30	
Occult Mace	126	136	0	0	100	E	D	–	C	45	10	30	30	100
Occult Mace+5	163	170	0	0	100	E	D	–	C	45	10	30	30	
Fire Mace	136	0	136	0	100	–	–	–	–	45	10	30	30	50
Fire Mace+5	182	0	182	0	100	–	–	–	–	45	10	31.5	30	
Fire Mace+10	254	0	254	0	100	–	–	–	–	45	10	33	30	
Chaos Mace	170	0	170	0	100	–	–	–	–	45	10	30	30	50
Chaos Mace+5	212	0	212	0	100	–	–	–	–	45	10	33	30	

Morning Star



Type Strike | **Weight** 4 | **Upgrade** 200

Stability 30 | **Durability** 180

Acquired from Firelink Shrine (1)

11 0 0 0

45 10 30 30

Note Bleed build-up is 33 per strike, and once inflicted, does 30% of the enemy's total HP. One and two-handed Strong attack is replaced by a slow downward swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Morning Star	83	0	0	0	100	C	–	–	–	45	10	30	30	50
Morning Star+5	124	0	0	0	100	C	–	–	–	45	10	30	30	
Morning Star+10	166	0	0	0	100	C	–	–	–	45	10	30	30	
Morning Star+15	207	0	0	0	100	C	–	–	–	45	10	30	30	
Crystal Morning Star	182	0	0	0	100	C	–	–	–	45	10	30	30	1
Crystal Morning Star+5	224	0	0	0	100	C	–	–	–	45	10	30	30	
Lightning Morning Star	166	0	0	166	100	–	–	–	–	45	10	30	30	500
Lightning Morning Star+5	228	0	0	232	100	–	–	–	–	45	10	30	42	
Raw Morning Star	142	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Morning Star+5	190	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Morning Star	93	100	0	0	100	E	E	C	–	45	10	30	30	50
Magic Morning Star+5	124	134	0	0	100	E	E	C	–	45	10	30	30	
Magic Morning Star+10	155	167	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Morning Star	124	132	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Morning Star+5	148	153	0	0	100	E	E	C	–	45	10	30	30	
Divine Morning Star	84	102	0	0	100	D	E	–	C	45	10	30	30	100
Divine Morning Star+5	112	136	0	0	100	D	E	–	C	45	10	30	30	
Divine Morning Star+10	140	170	0	0	100	D	E	–	C	45	10	30	30	
Occult Morning Star	114	124	0	0	100	E	E	–	C	45	10	30	30	100
Occult Morning Star+5	148	155	0	0	100	E	E	–	C	45	10	30	30	
Fire Morning Star	124	0	124	0	100	–	–	–	–	45	10	30	30	50
Fire Morning Star+5	166	0	166	0	100	–	–	–	–	45	10	31.5	30	
Fire Morning Star+10	232	0	232	0	100	–	–	–	–	45	10	33	30	
Chaos Morning Star	156	0	156	0	100	–	–	–	–	45	10	30	30	50
Chaos Morning Star+5	195	0	195	0	100	–	–	–	–	45	10	33	30	

Warpick



Type Thrust | **Weight** 3.5 | **Upgrade** 200

Stability 30 | **Durability** 220

Acquired from Andre of Astora 800 Souls

11	10	0	0
45	10	30	30

Note One and two-handed Strong Attack is replaced with a wide horizontal swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Warpick	91	0	0	0	100	C	D	–	–	45	10	30	30	50
Warpick+5	136	0	0	0	100	C	D	–	–	45	10	30	30	
Warpick+10	182	0	0	0	100	C	D	–	–	45	10	30	30	
Warpick+15	227	0	0	0	100	C	D	–	–	45	10	30	30	
Crystal Warpick	200	0	0	0	100	C	D	–	–	45	10	30	30	1
Crystal Warpick+5	245	0	0	0	100	C	D	–	–	45	10	30	30	
Lightning Warpick	182	0	0	182	100	–	–	–	–	45	10	30	30	500
Lightning Warpick+5	250	0	0	254	100	–	–	–	–	45	10	30	42	
Raw Warpick	157	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Warpick+5	210	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Warpick	102	111	0	0	100	E	E	C	–	45	10	30	30	50
Magic Warpick+5	136	148	0	0	100	E	E	C	–	45	10	30	30	
Magic Warpick+10	170	185	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Warpick	136	146	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Warpick+5	163	169	0	0	100	E	E	B	–	45	10	30	30	
Divine Warpick	91	112	0	0	100	D	E	–	C	45	10	30	30	100
Divine Warpick+5	122	150	0	0	100	D	E	–	C	45	10	30	30	
Divine Warpick+10	152	187	0	0	100	D	E	–	C	45	10	30	30	
Occult Warpick	126	136	0	0	100	E	D	–	C	45	10	30	30	100
Occult Warpick+5	163	170	0	0	100	E	D	–	C	45	10	30	30	
Fire Warpick	136	0	136	0	100	–	–	–	–	45	10	30	30	50
Fire Warpick+5	182	0	182	0	100	–	–	–	–	45	10	31.5	30	
Fire Warpick+10	254	0	254	0	100	–	–	–	–	45	10	33	30	
Chaos Warpick	170	0	170	0	100	–	–	–	–	45	10	30	30	50
Chaos Warpick+5	212	0	212	0	100	–	–	–	–	45	10	33	30	

Pickaxe



Type Thrust | **Weight** 5 | **Upgrade** 200

Stability 30 | **Durability** 250

Acquired from Infested Barbarian (Boulder) (B)

14	0	0	0
45	10	30	30

Note One and two-handed Strong Attack is replaced with a slow downward swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Pickaxe	89	0	0	0	100	B	–	–	–	45	10	30	30	50
Pickaxe+5	133	0	0	0	100	B	–	–	–	45	10	30	30	
Pickaxe+10	178	0	0	0	100	B	–	–	–	45	10	30	30	
Pickaxe+15	222	0	0	0	100	B	–	–	–	45	10	30	30	
Crystal Pickaxe	195	0	0	0	100	B	–	–	–	45	10	30	30	1
Crystal Pickaxe+5	240	0	0	0	100	B	–	–	–	45	10	30	30	
Lightning Pickaxe	178	0	0	178	100	–	–	–	–	45	10	30	30	500
Lightning Pickaxe+5	244	0	0	249	100	–	–	–	–	45	10	30	42	
Raw Pickaxe	153	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Pickaxe+5	204	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Pickaxe	100	108	0	0	100	E	E	C	–	45	10	30	30	50
Magic Pickaxe+5	134	144	0	0	100	E	E	C	–	45	10	30	30	
Magic Pickaxe+10	167	180	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Pickaxe	134	142	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Pickaxe+5	160	164	0	0	100	E	E	B	–	45	10	30	30	
Divine Pickaxe	90	109	0	0	100	D	E	–	C	45	10	30	30	100
Divine Pickaxe+5	120	146	0	0	100	D	E	–	C	45	10	30	30	
Divine Pickaxe+10	150	182	0	0	100	D	E	–	C	45	10	30	30	
Occult Pickaxe	122	134	0	0	100	E	D	–	C	45	10	30	30	100
Occult Pickaxe+5	158	167	0	0	100	E	D	–	C	45	10	30	30	
Fire Pickaxe	133	0	133	0	100	–	–	–	–	45	10	30	30	50
Fire Pickaxe+5	178	0	178	0	100	–	–	–	–	45	10	31.5	30	
Fire Pickaxe+10	249	0	249	0	100	–	–	–	–	45	10	33	30	
Chaos Pickaxe	166	0	166	0	100	–	–	–	–	45	10	30	30	50
Chaos Pickaxe+5	207	0	207	0	100	–	–	–	–	45	10	33	30	

Reinforced Club



Type Strike | **Weight** 4 | **Upgrade** 200

Stability 30 | **Durability** 100

Acquired from Undead Merchant (male) 350 Souls

12	0	0	0
45	10	30	30

Note Bleed build-up is 30 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Reinforced Club	97	0	0	0	100	C	–	–	–	45	10	30	30	50
Reinforced Club+5	145	0	0	0	100	C	–	–	–	45	10	30	30	
Reinforced Club+10	194	0	0	0	100	C	–	–	–	45	10	30	30	
Reinforced Club+15	242	0	0	0	100	C	–	–	–	45	10	30	30	
Crystal Reinforced Club	213	0	0	0	100	C	–	–	–	45	10	30	30	1
Crystal Reinforced Club+5	261	0	0	0	100	C	–	–	–	45	10	30	30	
Lightning Reinforced Club	194	0	0	194	100	–	–	–	–	45	10	30	30	500
Lightning Reinforced Club+5	266	0	0	271	100	–	–	–	–	45	10	30	42	
Raw Reinforced Club	168	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Reinforced Club+5	224	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Reinforced Club	109	118	0	0	100	E	E	C	–	45	10	30	30	50
Magic Reinforced Club+5	146	158	0	0	100	E	E	C	–	45	10	30	30	
Magic Reinforced Club+10	182	197	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Reinforced Club	146	156	0	0	100	E	E	C	–	45	10	30	30	50
Enchanted Reinforced Club+5	175	180	0	0	100	E	E	C	–	45	10	30	30	
Divine Reinforced Club	97	120	0	0	100	D	E	–	C	45	10	30	30	100
Divine Reinforced Club+5	130	160	0	0	100	D	E	–	C	45	10	30	30	
Divine Reinforced Club+10	162	200	0	0	100	D	E	–	C	45	10	30	30	
Occult Reinforced Club	134	146	0	0	100	E	E	–	C	45	10	30	30	100
Occult Reinforced Club+5	174	182	0	0	100	E	E	–	C	45	10	30	30	
Fire Reinforced Club	145	0	145	0	100	–	–	–	–	45	10	30	30	50
Fire Reinforced Club+5	194	0	194	0	100	–	–	–	–	45	10	31.5	30	
Fire Reinforced Club+10	271	0	271	0	100	–	–	–	–	45	10	33	30	
Chaos Reinforced Club	182	0	182	0	100	–	–	–	–	45	10	30	30	50
Chaos Reinforced Club+5	227	0	227	0	100	–	–	–	–	45	10	33	30	

Blacksmith Hammer



Type Strike | **Weight** 5 | **Upgrade** 200

Stability 30 | **Durability** 250

Acquired from Drop: Andre of Astora

14	0	0	0
45	10	30	30

Note One and two-handed Strong Attack is replaced with a slow downward swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Blacksmith Hammer	87	0	0	0	100	C	–	–	–	45	10	30	30	50
Blacksmith Hammer+5	130	0	0	0	100	C	–	–	–	45	10	30	30	
Blacksmith Hammer+10	174	0	0	0	100	C	–	–	–	45	10	30	30	
Blacksmith Hammer+15	217	0	0	0	100	C	–	–	–	45	10	30	30	
Crystal Blacksmith Hammer	191	0	0	0	100	C	–	–	–	45	10	30	30	1
Crystal Blacksmith Hammer+5	234	0	0	0	100	C	–	–	–	45	10	30	30	
Lightning Blacksmith Hammer	174	0	0	174	100	–	–	–	–	45	10	30	30	500
Ltng. Blacksmith Hammer+5	239	0	0	243	100	–	–	–	–	45	10	30	42	
Raw Blacksmith Hammer	150	0	0	0	100	D	D	–	–	45	10	30	30	50
Raw Blacksmith Hammer+5	200	0	0	0	100	D	D	–	–	45	10	30	30	
Magic Blacksmith Hammer	97	106	0	0	100	E	E	C	–	45	10	30	30	50
Magic Blacksmith Hammer+5	130	142	0	0	100	E	E	C	–	45	10	30	30	
Magic Blacksmith Hammer+10	162	177	0	0	100	E	E	C	–	45	10	30	30	
Enchanted Blacksmith Hammer	130	140	0	0	100	E	E	C	–	45	10	30	30	50
Ench. Blacksmith Hammer+5	156	162	0	0	100	E	E	C	–	45	10	30	30	
Divine Blacksmith Hammer	88	108	0	0	100	D	E	–	C	45	10	30	30	100
Divine Blacksmith Hammer+5	118	144	0	0	100	D	E	–	C	45	10	30	30	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Divine Blacksmith Hammer+10	147	180	0	0	100	D	E	–	C	45	10	30	30	
Occult Blacksmith Hammer	120	130	0	0	100	E	E	–	C	45	10	30	30	100
Occult Blacksmith Hammer+5	156	162	0	0	100	E	E	–	C	45	10	30	30	
Fire Blacksmith Hammer	130	0	130	0	100	–	–	–	–	45	10	30	30	50
Fire Blacksmith Hammer+5	174	0	174	0	100	–	–	–	–	45	10	31.5	30	
Fire Blacksmith Hammer+10	243	0	243	0	100	–	–	–	–	45	10	33	30	
Chaos Blacksmith Hammer	164	0	164	0	100	–	–	–	–	45	10	30	30	50
Chaos Blacksmith Hammer+5	205	0	205	0	100	–	–	–	–	45	10	33	30	

Blacksmith Giant Hammer



Type Strike | **Weight** 6 | **Upgrade** 2000 + Twinkling Titanite

Stability 30 | **Durability** 250

Acquired from Drop: Giant Blacksmith

16	0	0	0
45	10	30	30

Note One and two-handed Strong Attack is replaced with a slow downward swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Blacksmith Giant Hammer	120	0	0	200	100	D	–	–	–	45	10	30	30	100
Blacksmith Giant Hammer+5	180	0	0	300	100	D	–	–	–	45	10	30	30	



Hammer of Vamos



Type Strike | **Weight** 5 | **Upgrade** 2000 + Twinkling Titanite

Stability 30 | **Durability** 250

Acquired from Drop: Vamos

14	0	0	0
45	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Hammer of Vamos	105	0	64	0	100	C	–	–	–	45	10	30	30	100
Hammer of Vamos+5	157	0	96	0	100	C	–	–	–	45	10	30	30	

Great Hammer

Great Hammers rival even the mighty Greataxes in terms of sheer weight and mass, and they can be equally difficult to control. In terms of pure blunt trauma force, however, no weapon in the game comes close to these. Each and every attack takes every ounce of strength to complete, which can mean devastation for your opponent if it connects, and just as much trouble for you if it doesn't.

Any of the Strong Attacks with these weapons will take nearly all of your stamina, which means you will have next to nothing left for guarding or evading. Because of the attack angles of these weapons, they can often be very effective in close quarters, especially as this limits the evasive options a potential opponent may have. Getting them to block an attack from these weapons is almost as good as a hit, as it will almost certainly break their guard.

General Attacks

Attack	Description
Weak Attack	Downward strike
Strong Attack	Slow downward strike
Roll + Weak Attack	Horizontal swing
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing downward strike
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping downward strike
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	No change

Great Club



Type Strike | **Weight** 12 | **Upgrade** 800

Stability 32 | **Durability** 250

Acquired from Blighttown/Quelaag's Domain (1)

28	0	0	0
50	10	35	35

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Great Club	135	0	0	0	100	B	–	–	–	50	10	35	35	50
Great Club+5	202	0	0	0	100	B	–	–	–	50	10	35	35	
Great Club+10	270	0	0	0	100	B	–	–	–	50	10	35	35	
Great Club+15	337	0	0	0	100	B	–	–	–	50	10	35	35	
Crystal Great Club	297	0	0	0	100	B	–	–	–	50	10	35	35	1
Crystal Great Club+5	364	0	0	0	100	B	–	–	–	50	10	35	35	
Lightning Great Club	270	0	0	270	100	–	–	–	–	50	10	35	35	500
Lightning Great Club+5	371	0	0	378	100	–	–	–	–	50	10	35	49	
Raw Great Club	232	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Great Club+5	310	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Great Club	151	165	0	0	100	E	E	C	–	50	10	35	35	50
Magic Great Club+5	202	220	0	0	100	E	E	C	–	50	10	35	35	
Magic Great Club+10	252	275	0	0	100	E	E	C	–	50	10	35	35	
Enchanted Great Club	202	216	0	0	100	E	E	C	–	50	10	35	35	50
Enchanted Great Club+5	242	250	0	0	100	E	E	B	–	50	10	35	35	
Divine Great Club	136	166	0	0	100	D	E	–	C	50	10	35	35	100
Divine Great Club+5	182	222	0	0	100	D	E	–	C	50	10	35	35	
Divine Great Club+10	227	277	0	0	100	D	E	–	C	50	10	35	35	
Occult Great Club	186	202	0	0	100	E	D	–	C	50	10	35	35	100
Occult Great Club+5	241	252	0	0	100	E	D	–	C	50	10	35	35	
Fire Great Club	202	0	202	0	100	–	–	–	–	50	10	35	35	50
Fire Great Club+5	270	0	270	0	100	–	–	–	–	50	10	36.7	35	
Fire Great Club+10	378	0	378	0	100	–	–	–	–	50	10	38.5	35	
Chaos Great Club	254	0	254	0	100	–	–	–	–	50	10	35	35	50
Chaos Great Club+5	317	0	317	0	100	–	–	–	–	50	10	38.5	35	

Grant



Type Strike | **Weight** 24 | **Upgrade** 2000 + Twinkling Titanite

Stability 32 | **Durability** 600

Acquired from Drop: Paladin Leeroy

50 0 0 30

50 10 35 35

Note Two-Handed Strong Attack is replaced by an energy wave eminating from the wielder

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Grant	125	130	0	0	100	B	A	–	–	50	10	35	35	100
Grant+5	187	195	0	0	100	B	A	–	–	50	10	35	35	

Demon's Great Hammer



Type Strike | **Weight** 22 | **Upgrade** 800

Stability 32 | **Durability** 600

Acquired from Asylum Demon (M) *1

46 0 0 0

50 10 35 35

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Demon's Great Hammer	138	0	0	0	100	B	–	–	–	50	10	35	35	50
Demon's Great Hammer+5	207	0	0	0	100	B	–	–	–	50	10	35	35	
Demon's Great Hammer+10	276	0	0	0	100	B	–	–	–	50	10	35	35	
Demon's Great Hammer+15	345	0	0	0	100	B	–	–	–	50	10	35	35	
Crys. Demon's Great Hammer	303	0	0	0	100	B	–	–	–	50	10	35	35	1
Crys. Demon's Gr. Hammer+5	372	0	0	0	100	B	–	–	–	50	10	35	35	
Ltng. Demon's Gr. Hammer	276	0	0	276	100	–	–	–	–	50	10	35	35	500
Ltng. Demon's Gr. Hammer+5	379	0	0	386	100	–	–	–	–	50	10	35	49	
Raw Demon's Great Hammer	238	0	0	0	100	D	D	–	–	50	10	35	35	50
Raw Demon's Great Hammer+5	318	0	0	0	100	D	D	–	–	50	10	35	35	
Magic Demon's Gr. Hammer	156	168	0	0	100	E	E	C	–	50	10	35	35	50
Magic Demon's Gr. Hammer+5	208	224	0	0	100	E	E	C	–	50	10	35	35	
Magic Demon's Gr. Hammer+10	260	280	0	0	100	E	E	C	–	50	10	35	35	
Ench. Demon's Gr. Hammer	208	220	0	0	100	E	E	C	–	50	10	35	35	50
Ench. Demon's Gr. Hammer+5	249	255	0	0	100	E	E	B	–	50	10	35	35	
Div. Demon's Gr. Hammer	139	171	0	0	100	D	E	–	C	50	10	35	35	100
Div. Demon's Gr. Hammer+5	186	228	0	0	100	D	E	–	C	50	10	35	35	
Div. Demon's Gr. Hammer+10	232	285	0	0	100	D	E	–	C	50	10	35	35	
Occ. Demon's Gr. Hammer	190	208	0	0	100	E	E	–	C	50	10	35	35	100
Occ. Demon's Gr. Hammer+5	246	260	0	0	100	E	E	–	C	50	10	35	35	
Fire Demon's Great Hammer	207	0	207	0	100	–	–	–	–	50	10	35	35	50
Fire Demon's Great Hammer+5	276	0	276	0	100	–	–	–	–	50	10	36.7	35	
Fire Demon's Gr. Hammer+10	386	0	386	0	100	–	–	–	–	50	10	38.5	35	
Chaos Demon's Great Hammer	258	0	258	0	100	–	–	–	–	50	10	35	35	50
Chaos Demon's Gr. Hammer+5	322	0	322	0	100	–	–	–	–	50	10	38.5	35	

Dragon Tooth



Type Strike | **Weight** 18 | **Upgrade** 10000 + Dragon Scale

Stability 32 | **Durability** 999

Acquired from Anor Londo (1)

40 0 0 0

50 10 35 35

Note Raises Magic and Fire defence by 20 points. Never loses and durability points

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dragon Tooth	290	0	0	0	100	D	–	–	–	50	10	35	35	5000
Dragon Tooth+5	435	0	0	0	100	D	–	–	–	50	10	35	35	

Large Club



Type Strike | **Weight** 11 | **Upgrade** 800

Stability 32 | **Durability** 250

Acquired from Infested Barbarian (Club) (A)

26 0 0 0

55 10 40 40

Note Poison build-up is 30 per strike, and once inflicted, does 3 HP per second for 180 seconds. Strong Attack is replaced by a dashing horizontal swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Large Club	120	0	0	0	100	A	–	–	–	55	10	40	40	50
Large Club+5	180	0	0	0	100	A	–	–	–	55	10	40	40	
Large Club+10	240	0	0	0	100	A	–	–	–	55	10	40	40	
Large Club+15	300	0	0	0	100	A	–	–	–	55	10	40	40	
Crystal Large Club	264	0	0	0	100	A	–	–	–	55	10	40	40	1
Crystal Large Club+5	324	0	0	0	100	A	–	–	–	55	10	40	40	
Lightning Large Club	240	0	0	240	100	–	–	–	–	55	10	40	40	500
Lightning Large Club+5	330	0	0	336	100	–	–	–	–	55	10	40	56	
Raw Large Club	207	0	0	0	100	D	D	–	–	55	10	40	40	50
Raw Large Club+5	276	0	0	0	100	D	D	–	–	55	10	40	40	
Magic Large Club	135	147	0	0	100	E	E	C	–	55	10	40	40	50
Magic Large Club+5	180	196	0	0	100	E	E	C	–	55	10	40	40	
Magic Large Club+10	225	245	0	0	100	E	E	C	–	55	10	40	40	
Enchanted Large Club	180	192	0	0	100	E	E	C	–	55	10	40	40	50
Enchanted Large Club+5	216	232	0	0	100	E	E	A	–	55	10	40	40	
Divine Large Club	121	148	0	0	100	D	E	–	C	55	10	40	40	100
Divine Large Club+5	162	198	0	0	100	D	E	–	C	55	10	40	40	
Divine Large Club+10	202	247	0	0	100	D	E	–	C	55	10	40	40	
Occult Large Club	164	180	0	0	100	E	D	–	B	55	10	40	40	100
Occult Large Club+5	213	225	0	0	100	E	D	–	B	55	10	40	40	
Fire Large Club	180	0	180	0	100	–	–	–	–	55	10	40	40	50
Fire Large Club+5	240	0	240	0	100	–	–	–	–	55	10	42	40	
Fire Large Club+10	336	0	336	0	100	–	–	–	–	55	10	44	40	
Chaos Large Club	226	0	226	0	100	–	–	–	–	55	10	40	40	50
Chaos Large Club+5	282	0	282	0	100	–	–	–	–	55	10	44	40	

Smough's Hammer



Type Strike | **Weight** 28 | **Upgrade** 5000 + Demon Titanite

Stability 32 | **Durability** 600

Acquired from Ascension only

58 0 0 0

50 10 35 35

Note Each attack absorbs 10 HP from the enemy. One-handed Strong Attack replaced by a large horizontal swing. Two-handed Strong Attack replaced by a jumping downward strike

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Smough's Hammer	275	0	0	0	100	D	–	–	–	50	10	35	35	1
Smough's Hammer+5	412	0	0	0	100	D	–	–	–	50	10	35	35	

Spear

Spears are precision long-range weapons that are for thrusting attacks. The extra range that spears provide, will often allow you to attack foes before they are within range with their own weapons, giving you a distinct advantage. Like Thrusting Swords, Spears have a very small and narrow hit radius, which makes them difficult to use against fast-moving opponents unless you are in a confined area. For their range and strength, Spears are also very fast, so they can be very effective for interrupting enemy attacks. Another unique feature they have is that they allow you to attack while holding a shield up to guard, giving you simultaneous offence and defense.

General Attacks

Attack	Description
Weak Attack	Quick thrust
Weak Attack with Shield	Short range thrust
Strong Attack	Lunging thrust
Roll + Weak Attack	Downward swing
Roll + Two-Handed Weak Attack	Upward swing that can be followed up by a thrust with an additional input
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing thrust
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping thrust
Two-Handed Weak Attack	Long range thrust
Two-Handed Strong Attack	No change

Spear



Type Thrust | **Weight** 3.5 | **Upgrade** 200

Stability 26 | **Durability** 180

Acquired from Undead Merchant (male) 600 Souls, Infested Ghoul (Spear) (A), Phalanx (A), Undead Soldier (Spear) (A) [Undead Burg, Undead Parish]

11	10	0	0	
40	10	30	30	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Spear	80	0	0	0	100	D	C	–	–	40	10	30	30	
Spear+5	120	0	0	0	100	D	C	–	–	40	10	30	30	
Spear+10	160	0	0	0	100	D	C	–	–	40	10	30	30	
Spear+15	200	0	0	0	100	D	C	–	–	40	10	30	30	
Crystal Spear	176	0	0	0	100	D	C	–	–	40	10	30	30	1
Crystal Spear+5	216	0	0	0	100	D	C	–	–	40	10	30	30	
Lightning Spear	160	0	0	160	100	–	–	–	–	40	10	30	30	500
Lightning Spear+5	220	0	0	224	100	–	–	–	–	40	10	30	42	
Raw Spear	138	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Spear+5	184	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Spear	90	97	0	0	100	E	E	C	–	40	10	30	30	50
Magic Spear+5	120	130	0	0	100	E	E	C	–	40	10	30	30	
Magic Spear+10	150	162	0	0	100	E	E	C	–	40	10	30	30	
Enchanted Spear	120	128	0	0	100	E	E	C	–	40	10	30	30	50
Enchanted Spear+5	144	148	0	0	100	E	E	B	–	40	10	30	30	
Divine Spear	81	99	0	0	100	D	E	–	C	40	10	30	30	100
Divine Spear+5	108	132	0	0	100	D	E	–	C	40	10	30	30	
Divine Spear+10	135	165	0	0	100	D	E	–	C	40	10	30	30	
Occult Spear	110	120	0	0	100	E	D	–	C	40	10	30	30	100
Occult Spear+5	143	150	0	0	100	E	D	–	C	40	10	30	30	
Fire Spear	120	0	120	0	100	–	–	–	–	40	10	30	30	50
Fire Spear+5	160	0	160	0	100	–	–	–	–	40	10	31.5	30	
Fire Spear+10	224	0	224	0	100	–	–	–	–	40	10	33	30	
Chaos Spear	150	0	150	0	100	–	–	–	–	40	10	30	30	50
Chaos Spear+5	187	0	187	0	100	–	–	–	–	40	10	33	30	

Winged Spear



Type Thrust | **Weight** 4.5 | **Upgrade** 200

Stability 26 | **Durability** 140

Acquired from Firelink Shrine (1)

13	15	0	0
40	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Winged Spear	86	0	0	0	100	E	C	–	–	40	10	30	30	50
Winged Spear+5	129	0	0	0	100	E	C	–	–	40	10	30	30	
Winged Spear+10	172	0	0	0	100	E	C	–	–	40	10	30	30	
Winged Spear+15	215	0	0	0	100	E	C	–	–	40	10	30	30	
Crystal Winged Spear	189	0	0	0	100	E	C	–	–	40	10	30	30	1
Crystal Winged Spear+5	232	0	0	0	100	E	C	–	–	40	10	30	30	
Lightning Winged Spear	172	0	0	172	100	–	–	–	–	40	10	30	30	500
Lightning Winged Spear+5	236	0	0	240	100	–	–	–	–	40	10	30	42	
Raw Winged Spear	148	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Winged Spear+5	198	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Winged Spear	97	105	0	0	100	E	E	C	–	40	10	30	30	50
Magic Winged Spear+5	130	140	0	0	100	E	E	C	–	40	10	30	30	
Magic Winged Spear+10	162	175	0	0	100	E	E	C	–	40	10	30	30	
Enchanted Winged Spear	130	138	0	0	100	E	E	C	–	40	10	30	30	50
Enchanted Winged Spear+5	156	160	0	0	100	E	E	B	–	40	10	30	30	
Divine Winged Spear	87	106	0	0	100	D	E	–	C	40	10	30	30	100
Divine Winged Spear+5	116	142	0	0	100	D	E	–	C	40	10	30	30	
Divine Winged Spear+10	145	177	0	0	100	D	E	–	C	40	10	30	30	
Occult Winged Spear	118	130	0	0	100	E	D	–	C	40	10	30	30	100
Occult Winged Spear+5	153	162	0	0	100	E	D	–	C	40	10	30	30	
Fire Winged Spear	129	0	129	0	100	–	–	–	–	40	10	30	30	50
Fire Winged Spear+5	172	0	172	0	100	–	–	–	–	40	10	31.5	30	
Fire Winged Spear+10	240	0	240	0	100	–	–	–	–	40	10	33	30	
Chaos Winged Spear	162	0	162	0	100	–	–	–	–	40	10	30	30	50
Chaos Winged Spear+5	202	0	202	0	100	–	–	–	–	40	10	33	30	

Partizan



Type Reg./Thrust | **Weight** 4.5 | **Upgrade** 200

Stability 26 | **Durability** 160

Acquired from Darkroot Garden/Basin (1)

13	12	0	0
40	10	30	30

Note One and two-hander Strong Attacks replaced by a horizontal swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Partizan	80	0	0	0	100	D	C	–	–	40	10	30	30	50
Partizan+5	120	0	0	0	100	D	C	–	–	40	10	30	30	
Partizan+10	160	0	0	0	100	D	C	–	–	40	10	30	30	
Partizan+15	200	0	0	0	100	D	C	–	–	40	10	30	30	
Crystal Partizan	176	0	0	0	100	D	C	–	–	40	10	30	30	1
Crystal Partizan+5	216	0	0	0	100	D	C	–	–	40	10	30	30	
Lightning Partizan	160	0	0	160	100	–	–	–	–	40	10	30	30	500
Lightning Partizan+5	220	0	0	224	100	–	–	–	–	40	10	30	42	
Raw Partizan	138	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Partizan+5	184	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Partizan	90	97	0	0	100	E	E	C	–	40	10	30	30	50
Magic Partizan+5	120	130	0	0	100	E	E	C	–	40	10	30	30	
Magic Partizan+10	150	162	0	0	100	E	E	C	–	40	10	30	30	
Enchanted Partizan	120	128	0	0	100	E	E	C	–	40	10	30	30	50
Enchanted Partizan+5	144	148	0	0	100	E	E	B	–	40	10	30	30	
Divine Partizan	81	99	0	0	100	D	E	–	C	40	10	30	30	100
Divine Partizan+5	108	132	0	0	100	D	E	–	C	40	10	30	30	
Divine Partizan+10	135	165	0	0	100	D	E	–	C	40	10	30	30	
Occult Partizan	110	120	0	0	100	E	D	–	C	40	10	30	30	100
Occult Partizan+5	143	150	0	0	100	E	D	–	C	40	10	30	30	
Fire Partizan	120	0	120	0	100	–	–	–	–	40	10	30	30	50
Fire Partizan+5	160	0	160	0	100	–	–	–	–	40	10	31.5	30	
Fire Partizan+10	224	0	224	0	100	–	–	–	–	40	10	33	30	
Chaos Partizan	150	0	150	0	100	–	–	–	–	40	10	30	30	50
Chaos Partizan+5	187	0	187	0	100	–	–	–	–	40	10	33	30	

Demon's Spear



Type Thrust | **Weight** 4 | **Upgrade** 5000 + Demon Titanite

Stability 26 | **Durability** 400

Acquired from Shiva of the East 15000 Souls, Bat Wing Demon (A)

12	10	0	0
40	10	30	30

Note One and two-handed Strong Attacks replaced by a delayed dashing thrust

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Demon's Spear	100	0	0	120	100	C	C	–	–	40	10	30	30	100
Demon's Spear+5	150	0	0	180	100	C	C	–	–	40	10	30	30	

Channeler's Trident



Type Thrust | **Weight** 6 | **Upgrade** 2000 + Twinkling Titanite

Stability 26 | **Durability** 240

Acquired from Channeler (A)

16	16	24	0
40	10	30	30

Note One-handed Strong Attack replaced by a spinning thrust that hits twice. Two-handed Strong Attack replaced by a dance that provides an attack boost to any nearby allies

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Channeler's Trident	70	105	0	0	100	E	C	B	–	40	10	30	30	1
Channeler's Trident+5	105	157	0	0	100	E	C	B	–	40	10	30	30	

Silver Knight Spear



Type Reg./Thrust | **Weight** 6 | **Upgrade** 2000 + Twinkling Titanite

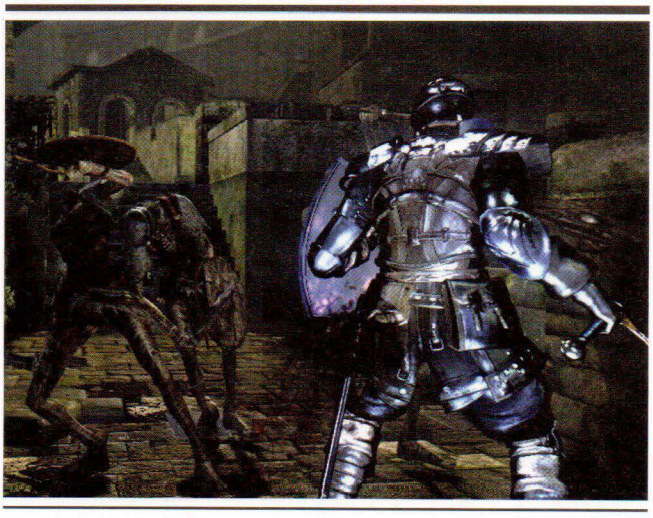
Stability 26 | **Durability** 300

Acquired from Silver Knight (Spear) (A)

16	22	0	0
40	10	30	30

Note One-handed Strong Attack replaced by a horizontal swing

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Silver Knight Spear	155	0	0	0	100	E	C	–	–	40	10	30	30	100
Silver Knight Spear+5	232	0	0	0	100	E	C	–	–	40	10	30	30	



Pike



Type Thrust | **Weight** 10 | **Upgrade** 200

Stability 26 | **Durability** 180

Acquired from Andre of Astora 2000 Souls

24	10	0	0
40	10	30	30

Note Backstep + Weak Attack replaced by a charging three hit thrust

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Pike	86	0	0	0	100	D	C	–	–	40	10	30	30	50
Pike+5	129	0	0	0	100	D	C	–	–	40	10	30	30	
Pike+10	172	0	0	0	100	D	C	–	–	40	10	30	30	
Pike+15	215	0	0	0	100	D	C	–	–	40	10	30	30	
Crystal Pike	189	0	0	0	100	D	C	–	–	40	10	30	30	1
Crystal Pike+5	232	0	0	0	100	D	C	–	–	40	10	30	30	
Lightning Pike	172	0	0	172	100	–	–	–	–	40	10	30	30	500
Lightning Pike+5	236	0	0	240	100	–	–	–	–	40	10	30	42	
Raw Pike	148	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Pike+5	198	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Pike	97	105	0	0	100	E	E	C	–	40	10	30	30	50
Magic Pike+5	130	140	0	0	100	E	E	C	–	40	10	30	30	
Magic Pike+10	162	175	0	0	100	E	E	C	–	40	10	30	30	
Enchanted Pike	130	138	0	0	100	E	E	C	–	40	10	30	30	50
Enchanted Pike+5	156	160	0	0	100	E	E	B	–	40	10	30	30	
Divine Pike	87	106	0	0	100	D	E	–	C	40	10	30	30	100
Divine Pike+5	116	142	0	0	100	D	E	–	C	40	10	30	30	
Divine Pike+10	145	177	0	0	100	D	E	–	C	40	10	30	30	
Occult Pike	118	130	0	0	100	E	D	–	C	40	10	30	30	100
Occult Pike+5	153	162	0	0	100	E	D	–	C	40	10	30	30	
Fire Pike	129	0	129	0	100	–	–	–	–	40	10	30	30	50
Fire Pike+5	172	0	172	0	100	–	–	–	–	40	10	31.5	30	
Fire Pike+10	240	0	240	0	100	–	–	–	–	40	10	33	30	
Chaos Pike	162	0	162	0	100	–	–	–	–	40	10	30	30	50
Chaos Pike+5	202	0	202	0	100	–	–	–	–	40	10	33	30	

Dragonslayer Spear



Type Thrust | **Weight** 10 | **Upgrade** 5000 + Demon Titanite

Stability 26 | **Durability** 300

Acquired from Ascension only

24	24	0	0
40	10	30	30

Note One-handed Strong Attack replaced by long range lighting bolt projectile. Two-Handed Strong Attack replaced by an advancing thrust that can be followed up by an upwards thrust with an additional input

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dragonslayer Spear	90	0	0	60	100	C	B	–	–	40	10	30	30	100
Dragonslayer Spear+5	135	0	0	90	100	C	B	–	–	40	10	30	30	

Moonlight Butterfly Horn



Type Thrust | **Weight** 4 | **Upgrade** 5000 + Demon Titanite

Stability 26 | **Durability** 160

Acquired from Ascension only

12	0	14	0
40	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Moonlight Butterfly Horn	0	110	0	0	100	–	–	B	–	40	10	30	30	1000
Moonlight Butterfly Horn+5	0	165	0	0	100	–	–	B	–	40	10	30	30	

Halberd

Halberds offer a mixture of the Spear's range and thrusting attacks, along with a bladed edge similar to an Axe for slashing attacks. Because of the increased weight at the end of the weapon, however, the attacks are not quite as precise as they are with a Spear, and each swing tends to take you slightly off balance. Most of the Spears quick strikes are lost too, in favor of slower, but slightly more powerful attacks. The ability to use a combination of slashing and thrusting attacks at range, however, can be a very useful thing, as it enables you to be effective against most types of enemies.

General Attacks

Attack	Description
Weak Attack	Slow downward slash
Strong Attack	Large horizontal slash
Roll + Weak Attack	Horizontal slash
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing downward slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Jumping horizontal slash
Two-Handed Weak Attack	No change
Two-Handed Strong Attack	Double spinning horizontal slash

Halberd



Type Reg./Thrust | **Weight** 6 | **Upgrade** 200

Stability 26 | **Durability** 200

Acquired from Undead Burg/ Undead Parish (1)

16 12 0 0
40 10 30 30

Note One and two-handed Weak Attacks are replaced by a thrust

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Halberd	110	0	0	0	100	D	D	–	–	40	10	30	30	50
Halberd+5	165	0	0	0	100	D	D	–	–	40	10	30	30	
Halberd+10	220	0	0	0	100	D	D	–	–	40	10	30	30	
Halberd+15	275	0	0	0	100	D	D	–	–	40	10	30	30	
Crystal Halberd	242	0	0	0	100	D	D	–	–	40	10	30	30	1
Crystal Halberd+5	297	0	0	0	100	D	D	–	–	40	10	30	30	
Lightning Halberd	220	0	0	220	100	–	–	–	–	40	10	30	30	500
Lightning Halberd+5	302	0	0	308	100	–	–	–	–	40	10	30	42	
Raw Halberd	190	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Halberd+5	254	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Halberd	124	133	0	0	100	E	E	C	–	40	10	30	30	50
Magic Halberd+5	166	178	0	0	100	E	E	C	–	40	10	30	30	
Magic Halberd+10	207	222	0	0	100	E	E	C	–	40	10	30	30	
Enchanted Halberd	166	176	0	0	100	E	E	C	–	40	10	30	30	50
Enchanted Halberd+5	199	204	0	0	100	E	E	B	–	40	10	30	30	
Divine Halberd	111	136	0	0	100	D	E	–	C	40	10	30	30	100
Divine Halberd+5	148	182	0	0	100	D	E	–	C	40	10	30	30	
Divine Halberd+10	185	227	0	0	100	D	E	–	C	40	10	30	30	
Occult Halberd	152	166	0	0	100	E	D	–	C	40	10	30	30	100
Occult Halberd+5	197	207	0	0	100	E	D	–	C	40	10	30	30	
Fire Halberd	165	0	165	0	100	–	–	–	–	40	10	30	30	50
Fire Halberd+5	220	0	220	0	100	–	–	–	–	40	10	31.5	30	
Fire Halberd+10	308	0	308	0	100	–	–	–	–	40	10	33	30	
Chaos Halberd	206	0	206	0	100	–	–	–	–	40	10	30	30	50
Chaos Halberd+5	257	0	257	0	100	–	–	–	–	40	10	33	30	

Giant's Halberd



Type Reg./Thrust | **Weight** 16 | **Upgrade** 2000 + Twinkling Titanite

Stability 26 | **Durability** 300

Acquired from Giant Blacksmith 5000 Souls, Sentinel (Normal) (A), Sentinel (Royal) (A)

36 12 0 0
40 10 30 30

Note One and two-handed Strong Attacks are replaced with a lunging thrust

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Giant's Halberd	110	0	0	135	100	D	D	–	–	40	10	30	30	50
Giant's Halberd+5	165	0	0	202	100	D	D	–	–	40	10	30	30	

Titanite Catch Pole



Type Regular | **Weight** 6 | **Upgrade** 2000 + Twinkling Titanite

Stability 26 | **Durability** 600

Acquired from Prowling Demon (A)

16 14 0 0
40 10 30 30

Note One and two-handed Strong Attacks are replaced with a jumping downward strike

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Titanite Catch Pole	120	145	0	0	100	D	D	D	–	40	10	30	30	100
Titanite Catch Pole+5	180	217	0	0	100	D	D	D	–	40	10	30	30	

Gargoyle's Halberd



Type Regular | **Weight** 6 | **Upgrade** 200

Stability 26 | **Durability** 200

Acquired from Bell Gargoyle (A), Gargoyle (A)

16 12 0 0
40 10 30 30

Note Small increase to Poison, Toxin and Bleed build-up upon initial equipping. Increases Bleed and Poison resistance by 25%

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Gargoyle's Halberd	115	0	0	0	100	D	D	–	–	40	10	30	30	50
Gargoyle's Halberd+5	172	0	0	0	100	D	D	–	–	40	10	30	30	
Gargoyle's Halberd+10	230	0	0	0	100	D	D	–	–	40	10	30	30	
Gargoyle's Halberd+15	287	0	0	0	100	D	D	–	–	40	10	30	30	
Crystal Gargoyle's Halberd	253	0	0	0	100	D	D	–	–	40	10	30	30	1
Crys. Gargoyle's Halberd+5	310	0	0	0	100	D	D	–	–	40	10	30	30	
Ltng. Gargoyle's Halberd	230	0	0	230	100	–	–	–	–	40	10	30	30	500
Ltng. Gargoyle's Halberd+5	316	0	0	322	100	–	–	–	–	40	10	30	42	
Raw Gargoyle's Halberd	198	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Gargoyle's Halberd+5	264	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Gargoyle's Halberd	129	139	0	0	100	E	E	C	–	40	10	30	30	50
Magic Gargoyle's Halberd+5	172	186	0	0	100	E	E	C	–	40	10	30	30	
Magic Gargoyle's Halberd+10	215	232	0	0	100	E	E	C	–	40	10	30	30	
Ench. Gargoyle's Halberd	172	184	0	0	100	E	E	C	–	40	10	30	30	50
Ench. Gargoyle's Halberd+5	206	213	0	0	100	E	E	B	–	40	10	30	30	
Divine Gargoyle's Halberd	117	142	0	0	100	D	E	–	C	40	10	30	30	100
Divine Gargoyle's Halberd+5	156	190	0	0	100	D	E	–	C	40	10	30	30	
Div. Gargoyle's Halberd+10	195	237	0	0	100	D	E	–	C	40	10	30	30	
Occult Gargoyle's Halberd	158	172	0	0	100	E	E	–	C	40	10	30	30	100
Occult Gargoyle's Halberd+5	205	215	0	0	100	E	E	–	C	40	10	30	30	
Fire Gargoyle's Halberd	172	0	172	0	100	–	–	–	–	40	10	30	30	50
Fire Gargoyle's Halberd+5	230	0	230	0	100	–	–	–	–	40	10	31.5	30	
Fire Gargoyle's Halberd+10	322	0	322	0	100	–	–	–	–	40	10	33	30	
Chaos Gargoyle's Halberd	216	0	216	0	100	–	–	–	–	40	10	30	30	50
Chaos Gargoyle's Halberd+5	270	0	270	0	100	–	–	–	–	40	10	33	30	

Black Knight Halberd



Type Slash | **Weight** 14 | **Upgrade** 2000 + Twinkling Titanite

Stability 26 | **Durability** 300

Acquired from Black Knight (Spear) (C)

32	18	0	0
40	10	30	30

Note One-handed Strong Attack is replaced with a double spinning diagonal swing. Two-handed Strong attack is replaced with a dashing downward slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Black Knight Halberd	230	0	0	0	100	D	E	–	–	40	10	30	30	100
Black Knight Halberd+5	345	0	0	0	100	D	E	–	–	40	10	30	30	

Lucerne



Type Thrust | **Weight** 5.5 | **Upgrade** 200

Stability 26 | **Durability** 200

Acquired from Catacombs (1)

15	12	0	0
40	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Lucerne	110	0	0	0	100	D	D	–	–	40	10	30	30	50
Lucerne +5	165	0	0	0	100	D	D	–	–	40	10	30	30	
Lucerne +10	220	0	0	0	100	D	D	–	–	40	10	30	30	
Lucerne +15	275	0	0	0	100	D	D	–	–	40	10	30	30	
Crystal Lucerne	242	0	0	0	100	D	D	–	–	40	10	30	30	1
Crystal Lucerne +5	297	0	0	0	100	D	D	–	–	40	10	30	30	
Lightning Lucerne	220	0	0	220	100	–	–	–	–	40	10	30	30	500
Lightning Lucerne +5	302	0	0	308	100	–	–	–	–	40	10	30	42	
Raw Lucerne	190	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Lucerne +5	254	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Lucerne	124	133	0	0	100	E	E	C	–	40	10	30	30	50
Magic Lucerne +5	166	178	0	0	100	E	E	C	–	40	10	30	30	
Magic Lucerne +10	207	222	0	0	100	E	E	C	–	40	10	30	30	
Enchanted Lucerne	166	176	0	0	100	E	E	C	–	40	10	30	30	50
Enchanted Lucerne +5	199	204	0	0	100	E	E	B	–	40	10	30	30	
Divine Lucerne	111	136	0	0	100	D	E	–	C	40	10	30	30	100
Divine Lucerne +5	148	182	0	0	100	D	E	–	C	40	10	30	30	
Divine Lucerne +10	185	227	0	0	100	D	E	–	C	40	10	30	30	
Occult Lucerne	152	166	0	0	100	E	D	–	C	40	10	30	30	100
Occult Lucerne +5	197	207	0	0	100	E	D	–	C	40	10	30	30	
Fire Lucerne	165	0	165	0	100	–	–	–	–	40	10	30	30	50
Fire Lucerne +5	220	0	220	0	100	–	–	–	–	40	10	31.5	30	
Fire Lucerne +10	308	0	308	0	100	–	–	–	–	40	10	33	30	
Chaos Lucerne	206	0	206	0	100	–	–	–	–	40	10	30	30	50
Chaos Lucerne +5	257	0	257	0	100	–	–	–	–	40	10	33	30	

Scythe



Type Slash | **Weight** 5 | **Upgrade** 200

Stability 26 | **Durability** 150

Acquired from Sen's Fortress (1)

14	12	0	0
40	10	30	30

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Scythe	110	0	0	0	100	E	C	–	–	40	10	30	30	50
Scythe+5	165	0	0	0	100	E	C	–	–	40	10	30	30	
Scythe+10	220	0	0	0	100	E	C	–	–	40	10	30	30	
Scythe+15	275	0	0	0	100	E	C	–	–	40	10	30	30	
Crystal Scythe	242	0	0	0	100	E	C	–	–	40	10	30	30	1
Crystal Scythe+5	297	0	0	0	100	E	C	–	–	40	10	30	30	
Lightning Scythe	220	0	0	220	100	–	–	–	–	40	10	30	30	500
Lightning Scythe+5	302	0	0	308	100	–	–	–	–	40	10	30	42	
Raw Scythe	190	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Scythe+5	254	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Scythe	124	133	0	0	100	E	E	C	–	40	10	30	30	50
Magic Scythe+5	166	178	0	0	100	E	E	C	–	40	10	30	30	
Magic Scythe+10	207	222	0	0	100	E	E	C	–	40	10	30	30	
Enchanted Scythe	166	176	0	0	100	E	E	C	–	40	10	30	30	50
Enchanted Scythe+5	199	204	0	0	100	E	E	B	–	40	10	30	30	
Divine Scythe	111	136	0	0	100	D	E	–	C	40	10	30	30	100
Divine Scythe+5	148	182	0	0	100	D	E	–	C	40	10	30	30	
Divine Scythe+10	185	227	0	0	100	D	E	–	C	40	10	30	30	
Occult Scythe	152	166	0	0	100	E	D	–	C	40	10	30	30	100
Occult Scythe+5	197	207	0	0	100	E	D	–	C	40	10	30	30	
Fire Scythe	165	0	165	0	100	–	–	–	–	40	10	30	30	50
Fire Scythe+5	220	0	220	0	100	–	–	–	–	40	10	31.5	30	
Fire Scythe+10	308	0	308	0	100	–	–	–	–	40	10	33	30	
Chaos Scythe	206	0	206	0	100	–	–	–	–	40	10	30	30	50
Chaos Scythe+5	257	0	257	0	100	–	–	–	–	40	10	33	30	

Great Scythe



Type Slash | **Weight** 5 | **Upgrade** 200

Stability 22 | **Durability** 130

Acquired from Catacombs (1)

14	14	0	0
40	10	30	30

Note Bleed build-up is 30 per strike, and once inflicted, does 30% of the enemy's total HP. Two-Handed Strong Attack is replaced with a dashing horiztonal slash

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Great Scythe	100	0	0	0	100	E	B	–	–	40	10	30	30	50
Great Scythe+5	150	0	0	0	100	E	B	–	–	40	10	30	30	
Great Scythe+10	200	0	0	0	100	E	B	–	–	40	10	30	30	
Great Scythe+15	250	0	0	0	100	E	B	–	–	40	10	30	30	
Crystal Great Scythe	220	0	0	0	100	E	B	–	–	40	10	30	30	1
Crystal Great Scythe+5	270	0	0	0	100	E	B	–	–	40	10	30	30	
Lightning Great Scythe	200	0	0	200	100	–	–	–	–	40	10	30	30	500
Lightning Great Scythe+5	275	0	0	280	100	–	–	–	–	40	10	30	42	
Raw Great Scythe	172	0	0	0	100	D	D	–	–	40	10	30	30	50
Raw Great Scythe+5	230	0	0	0	100	D	D	–	–	40	10	30	30	
Magic Great Scythe	112	121	0	0	100	E	E	C	–	40	10	30	30	50
Magic Great Scythe+5	150	162	0	0	100	E	E	C	–	40	10	30	30	
Magic Great Scythe+10	187	202	0	0	100	E	E	C	–	40	10	30	30	
Enchanted Great Scythe	150	160	0	0	100	E	E	C	–	40	10	30	30	50
Enchanted Great Scythe+5	180	185	0	0	100	E	E	A	–	40	10	30	30	
Divine Great Scythe	102	124	0	0	100	D	E	–	C	40	10	30	30	100
Divine Great Scythe+5	136	166	0	0	100	D	E	–	C	40	10	30	30	
Divine Great Scythe+10	170	207	0	0	100	D	E	–	C	40	10	30	30	
Occult Great Scythe	138	150	0	0	100	E	D	–	B	40	10	30	30	100
Occult Great Scythe+5	179	187	0	0	100	E	D	–	B	40	10	30	30	
Fire Great Scythe	150	0	150	0	100	–	–	–	–	40	10	30	30	50
Fire Great Scythe+5	200	0	200	0	100	–	–	–	–	40	10	31.5	30	
Fire Great Scythe+10	280	0	280	0	100	–	–	–	–	40	10	33	30	
Chaos Great Scythe	188	0	188	0	100	–	–	–	–	40	10	30	30	50
Chaos Great Scythe+5	235	0	235	0	100	–	–	–	–	40	10	33	30	

Lifehunt Scythe



Type Slash | **Weight** 6 | **Upgrade** 5000 + Demon Titanite

Stability 22 | **Durability** 100

Acquired from Ascension only

16	14	0	0
40	10	30	30

Note Bleed build-up is 50 per strike, and once inflicted, does 50% of the enemy's total HP. Online Mode: Bleed build-up is 40 per strike to the player, and once inflicted, does 50% of their total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Lifehunt Scythe	165	0	0	0	100	E	B	–	–	40	10	30	30	14
Lifehunt Scythe+5	247	0	0	0	100	E	B	–	–	40	10	30	30	

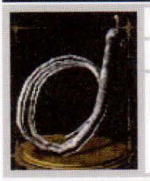
Whip

Whips are rather unique weapons in that they have no blade or blunt surface to strike enemies with, which makes them very ineffectual against enemies with any kind of armor whatsoever. Against foes without armor or scales, however, they can be relatively effective. The large radius of the Whip's attack makes them very good at dealing with multiple opponents, and while you can't string attacks together with it, each separate swing does come quite quickly. Whips can also be equipped in the left hand where they will gain the ability to parry, which makes them a valid choice for players looking to dual wield weapons.

General Attacks

Attack	Description
Weak Attack	Downwards wing
Heavy Attack	Diagonal swing
Roll + Weak Attack	No change
Roll + Heavy Attack	No change
Backstep + Weak Attack	Dashing downwards swing
Backstep + Heavy Attack	No change
Direction + Weak Attack	Kick
Direction + Heavy Attack	Jumping diagonal swing
Two-Handed Weak Attack	Horizontal swing
Two-Handed Heavy Attack	Delayed downward swing

Whip



Type Regular | **Weight** 1.5 | **Upgrade** 200

Stability 16 | **Durability** 200

Acquired from Blighttown/Quelaag's Domain (1)

7	14	0	0
30	10	20	20

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Whip	80	0	0	0	100	–	B	–	–	30	10	20	20	50
Whip+5	120	0	0	0	100	–	B	–	–	30	10	20	20	
Whip+10	160	0	0	0	100	–	B	–	–	30	10	20	20	
Whip+15	200	0	0	0	100	–	B	–	–	30	10	20	20	
Crystal Whip	176	0	0	0	100	–	B	–	–	30	10	20	20	1
Crystal Whip+5	216	0	0	0	100	–	B	–	–	30	10	20	20	
Lightning Whip	160	0	0	160	100	–	–	–	–	30	10	20	20	500
Lightning Whip+5	220	0	0	224	100	–	–	–	–	30	10	20	28	
Raw Whip	138	0	0	0	100	D	D	–	–	30	10	20	20	50
Raw Whip+5	184	0	0	0	100	D	D	–	–	30	10	20	20	
Magic Whip	90	97	0	0	100	E	E	C	–	30	10	20	20	50
Magic Whip+5	120	130	0	0	100	E	E	C	–	30	10	20	20	
Magic Whip+10	150	162	0	0	100	E	E	C	–	30	10	20	20	
Enchanted Whip	120	128	0	0	100	E	E	C	–	30	10	20	20	50
Enchanted Whip+5	144	148	0	0	100	E	E	B	–	30	10	20	20	
Divine Whip	81	99	0	0	100	D	E	–	C	30	10	20	20	100
Divine Whip+5	108	132	0	0	100	D	E	–	C	30	10	20	20	
Divine Whip+10	135	165	0	0	100	D	E	–	C	30	10	20	20	
Occult Whip	110	120	0	0	100	E	E	–	C	30	10	20	20	100
Occult Whip+5	143	150	0	0	100	E	E	–	C	30	10	20	20	
Fire Whip	120	0	120	0	100	–	–	–	–	30	10	20	20	50
Fire Whip+5	160	0	160	0	100	–	–	–	–	30	10	21	20	
Fire Whip+10	224	0	224	0	100	–	–	–	–	30	10	22	20	
Chaos Whip	150	0	150	0	100	–	–	–	–	30	10	20	20	50
Chaos Whip+5	187	0	187	0	100	–	–	–	–	30	10	22	20	

Notched Whip



Type Regular | **Weight** 2 | **Upgrade** 200

Stability 16 | **Durability** 200

Acquired from Drop: Xanthous King, Jeremiah

8	16	0	0
30	10	20	20

Note Bleed build-up is 33 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Notched Whip	76	0	0	0	100	–	B	–	–	30	10	20	20	50
Notched Whip+5	114	0	0	0	100	–	B	–	–	30	10	20	20	
Notched Whip+10	152	0	0	0	100	–	B	–	–	30	10	20	20	
Notched Whip+15	190	0	0	0	100	–	B	–	–	30	10	20	20	
Crystal Notched Whip	167	0	0	0	100	–	B	–	–	30	10	20	20	1
Crystal Notched Whip+5	205	0	0	0	100	–	B	–	–	30	10	20	20	
Lightning Notched Whip	152	0	0	152	100	–	–	–	–	30	10	20	20	500
Lightning Notched Whip+5	209	0	0	212	100	–	–	–	–	30	10	20	28	
Raw Notched Whip	130	0	0	0	100	D	D	–	–	30	10	20	20	50
Raw Notched Whip+5	174	0	0	0	100	D	D	–	–	30	10	20	20	
Magic Notched Whip	85	93	0	0	100	E	E	C	–	30	10	20	20	50
Magic Notched Whip+5	114	124	0	0	100	E	E	C	–	30	10	20	20	
Magic Notched Whip+10	142	155	0	0	100	E	E	C	–	30	10	20	20	
Enchanted Notched Whip	114	122	0	0	100	E	E	C	–	30	10	20	20	50
Enchanted Notched Whip+5	136	141	0	0	100	E	E	B	–	30	10	20	20	
Divine Notched Whip	76	94	0	0	100	D	E	–	C	30	10	20	20	100
Divine Notched Whip+5	102	126	0	0	100	D	E	–	C	30	10	20	20	
Divine Notched Whip+10	127	157	0	0	100	D	E	–	C	30	10	20	20	
Occult Notched Whip	104	114	0	0	100	E	E	–	C	30	10	20	20	100
Occult Notched Whip+5	135	142	0	0	100	E	E	–	C	30	10	20	20	
Fire Notched Whip	114	0	114	0	100	–	–	–	–	30	10	20	20	50
Fire Notched Whip+5	152	0	152	0	100	–	–	–	–	30	10	21	20	
Fire Notched Whip+10	212	0	212	0	100	–	–	–	–	30	10	22	20	
Chaos Notched Whip	142	0	142	0	100	–	–	–	–	30	10	20	20	50
Chaos Notched Whip+5	177	0	177	0	100	–	–	–	–	30	10	22	20	



Gauntlet

Gauntlets have by far the shortest range of all the weapon types in Dark Souls, which means you have to get up close and personal with the enemies you take on. The upside to their small range and low weight does mean, however, that attacks can be strung together in rapid succession either against one target, or switching between multiple enemies. Like some other weapons, Gauntlets can also be equipped to your left hand, which means you will be able to parry with them.

General Attacks

Attack	Description
Weak Attack	lunging hook punch that can be followed up by a backfist with an additional input
Heavy Attack	Lunging straight punch that can be followed up by an uppercut with an additional input
Roll + Weak Attack	Quick backfist
Roll + Heavy Attack	No change
Backstep + Weak Attack	Dashing backfist
Backstep + Heavy Attack	No change
Direction + Weak Attack	Knee
Direction + Heavy Attack	Jumping ground punch
Two-Handed Weak Attack	N/A
Two-Handed Heavy Attack	N/A

Fists



Type Strike | **Weight** 0 | **Upgrade** –

Stability 0 | **Durability** 5

Acquired from All Classes (default)

0 0 0 0
0 0 0 0

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Fists	20	0	0	0	100	–	–	–	–	0	0	0	0	–

Caestus



Type Strike | **Weight** 0.5 | **Upgrade** 100

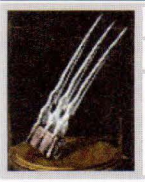
Stability 0 | **Durability** 300

Acquired from Andre of Astora 200 Souls

5 8 0 0
0 0 0 0

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Caestus	60	0	0	0	100	C	C	–	–	0	0	0	0	50
Caestus+5	90	0	0	0	100	C	C	–	–	0	0	0	0	
Caestus+10	120	0	0	0	100	C	C	–	–	0	0	0	0	
Caestus+15	150	0	0	0	100	C	C	–	–	0	0	0	0	
Crystal Caestus	132	0	0	0	100	C	C	–	–	0	0	0	0	1
Crystal Caestus+5	162	0	0	0	100	C	C	–	–	0	0	0	0	
Lightning Caestus	120	0	0	120	100	–	–	–	–	0	0	0	0	500
Lightning Caestus+5	165	0	0	168	100	–	–	–	–	0	0	0	0	
Raw Caestus	103	0	0	0	100	D	D	–	–	0	0	0	0	50
Raw Caestus+5	138	0	0	0	100	D	D	–	–	0	0	0	0	
Magic Caestus	67	73	0	0	100	E	E	C	–	0	0	0	0	50
Magic Caestus+5	90	98	0	0	100	E	E	C	–	0	0	0	0	
Magic Caestus+10	112	122	0	0	100	E	E	C	–	0	0	0	0	
Enchanted Caestus	90	96	0	0	100	E	E	C	–	0	0	0	0	50
Enchanted Caestus+5	108	111	0	0	100	E	E	A	–	0	0	0	0	
Divine Caestus	61	75	0	0	100	D	E	–	C	0	0	0	0	100
Divine Caestus+5	82	100	0	0	100	D	E	–	C	0	0	0	0	
Divine Caestus+10	102	125	0	0	100	D	E	–	C	0	0	0	0	
Occult Caestus	82	90	0	0	100	E	D	–	B	0	0	0	0	100
Occult Caestus+5	106	112	0	0	100	E	D	–	B	0	0	0	0	
Fire Caestus	90	0	90	0	100	–	–	–	–	0	0	0	0	50
Fire Caestus+5	120	0	120	0	100	–	–	–	–	0	0	0	0	
Fire Caestus+10	168	0	168	0	100	–	–	–	–	0	0	0	0	
Chaos Caestus	112	0	112	0	100	–	–	–	–	0	0	0	0	50
Chaos Caestus+5	140	0	140	0	100	–	–	–	–	0	0	0	0	

Claw



Type Slash | **Weight** 1 | **Upgrade** 100

Stability 0 | **Durability** 150

Acquired from Shiva of the East 5000 Souls

6 14 0 0
0 0 0 0

Note Bleed build-up is 30 per strike, and once inflicted, does 30% of the enemy's total HP. Strong attack is replaced by a jumping horiztonal slash. Roll + Weak Attack is replaced by a rolling thrust

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Claw	65	0	0	0	100	E	B	–	–	0	0	0	0	50
Claw+5	97	0	0	0	100	E	B	–	–	0	0	0	0	
Claw+10	130	0	0	0	100	E	B	–	–	0	0	0	0	
Claw+15	162	0	0	0	100	E	B	–	–	0	0	0	0	
Crystal Claw	143	0	0	0	100	E	B	–	–	0	0	0	0	1
Crystal Claw+5	175	0	0	0	100	E	B	–	–	0	0	0	0	
Lightning Claw	130	0	0	130	100	–	–	–	–	0	0	0	0	500
Lightning Claw+5	178	0	0	182	100	–	–	–	–	0	0	0	0	
Raw Claw	112	0	0	0	100	D	D	–	–	0	0	0	0	50
Raw Claw+5	150	0	0	0	100	D	D	–	–	0	0	0	0	
Magic Claw	73	79	0	0	100	E	E	C	–	0	0	0	0	50
Magic Claw+5	98	106	0	0	100	E	E	C	–	0	0	0	0	
Magic Claw+10	122	132	0	0	100	E	E	C	–	0	0	0	0	
Enchanted Claw	98	104	0	0	100	E	E	C	–	0	0	0	0	50
Enchanted Claw+5	117	120	0	0	100	E	E	A	–	0	0	0	0	
Divine Claw	66	81	0	0	100	D	E	–	C	0	0	0	0	100
Divine Claw+5	88	108	0	0	100	D	E	–	C	0	0	0	0	
Divine Claw+10	110	135	0	0	100	D	E	–	C	0	0	0	0	
Occult Claw	90	98	0	0	100	E	D	–	B	0	0	0	0	100
Occult Claw+5	116	122	0	0	100	E	D	–	B	0	0	0	0	
Fire Claw	97	0	97	0	100	–	–	–	–	0	0	0	0	50
Fire Claw+5	130	0	130	0	100	–	–	–	–	0	0	0	0	
Fire Claw+10	182	0	182	0	100	–	–	–	–	0	0	0	0	
Chaos Claw	122	0	122	0	100	–	–	–	–	0	0	0	0	50
Chaos Claw+5	152	0	152	0	100	–	–	–	–	0	0	0	0	

Dragon Bone Fist



Type Strike | **Weight** 8 | **Upgrade** 5000 + Dragon Scale

Stability 0 | **Durability** 999

Acquired from Ascension only

20 0 0 0
0 0 0 0

Note Raises Magic and Fire Defence by 15 points. Strong Attack is replaced by a delayed jumping uppercut

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dragon Bone Fist	90	0	0	0	100	A	–	–	–	0	0	0	0	5000
Dragon Bone Fist+5	135	0	0	0	100	A	–	–	–	0	0	0	0	

Dark Hand



Type Strike | **Weight** 0.5 | **Upgrade** –

Stability 30 | **Durability** 999

Acquired from Covenant: Darkwraith

0 0 0 0
80 80 80 80

Note Strong attack is replaced by a short range grab that is capable of stealing Humanity in online play. When equipped in the left hand, can be used to create an energy shield.

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dark Hand	200	0	0	0	100	–	–	–	–	80	80	80	80	1

Bow

Bows are the only ranged weapons in the game which let you take direct control over aiming. This allows you to be much more precise than by relying on the lock-on system. Once you have a Bow equipped, you will need to press either the appropriate hand's attack button, or the Stance Change Button to draw the bow string back. At this time you can then choose to fire the arrow normally by locking onto an enemy, or you can press L1/LB to go into a first-person aiming mode.

In this mode you have full control over where you fire the arrows, which helps you strike specific parts of an enemy's body. This enables you to get around any defenses they may have. Going for the enemy's head is always worth doing, because any arrows that land there will score an automatic critical hit. While in the aiming mode you can still move around freely to avoid incoming attacks; you will only stop once you actually commit to firing an arrow. It is when going for headshots at maximum range that the power of Bows truly shines.

Short Bow



Type None | **Weight** 0.5 | **Upgrade** 200

Stability 0 | **Durability** 100

Acquired from Hunter (default), Undead Merchant (male) 1000 Souls, Skeleton (Bow) (A), Skeleton (Bow) (the Grave King's servant) (A), Zombie (Archer) (A)

7	12	0	0
0	0	0	0

Note Shot range: 50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Short Bow	31	0	0	0	100	D	A	–	–	0	0	0	0	50
Short Bow+5	46	0	0	0	100	D	A	–	–	0	0	0	0	
Short Bow+10	62	0	0	0	100	D	A	–	–	0	0	0	0	
Short Bow+15	77	0	0	0	100	D	A	–	–	0	0	0	0	
Crystal Short Bow	68	0	0	0	100	D	A	–	–	0	0	0	0	1
Crystal Short Bow+5	83	0	0	0	100	D	A	–	–	0	0	0	0	
Lightning Short Bow	62	0	0	62	100	–	–	–	–	0	0	0	0	500
Lightning Short Bow+5	85	0	0	86	100	–	–	–	–	0	0	0	0	
Raw Short Bow	54	0	0	0	100	C	C	–	–	0	0	0	0	50
Raw Short Bow+5	72	0	0	0	100	C	C	–	–	0	0	0	0	
Magic Short Bow	34	37	0	0	100	E	D	A	–	0	0	0	0	50
Magic Short Bow+5	46	50	0	0	100	E	D	A	–	0	0	0	0	
Magic Short Bow+10	57	62	0	0	100	E	D	A	–	0	0	0	0	
Enchanted Short Bow	46	50	0	0	100	E	E	A	–	0	0	0	0	50
Enchanted Short Bow+5	55	58	0	0	100	E	E	S	–	0	0	0	0	
Divine Short Bow	31	39	0	0	100	D	E	–	A	0	0	0	0	100
Divine Short Bow+5	42	52	0	0	100	D	E	–	A	0	0	0	0	
Divine Short Bow+10	52	65	0	0	100	D	E	–	A	0	0	0	0	
Occult Short Bow	42	46	0	0	100	D	D	–	S	0	0	0	0	100
Occult Short Bow+5	54	57	0	0	100	D	D	–	S	0	0	0	0	
Fire Short Bow	46	0	46	0	100	–	–	–	–	0	0	0	0	50
Fire Short Bow+5	62	0	62	0	100	–	–	–	–	0	0	0	0	
Fire Short Bow+10	86	0	86	0	100	–	–	–	–	0	0	0	0	
Chaos Short Bow	58	0	58	0	100	–	–	–	–	0	0	0	0	50
Chaos Short Bow+5	72	0	72	0	100	–	–	–	–	0	0	0	0	

Longbow



Type None | **Weight** 1 | **Upgrade** 200

Stability 0 | **Durability** 100

Acquired from Giant Skeleton Archer (A), G.S.A. (when king is not sealed) (A), G.S.A. (when king not sealed) (A), Undead Crystal Soldier (Bow) (A), Darkroot Garden/Basin (1)

9	14	0	0
0	0	0	0

Note Shot range: 50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Longbow	36	0	0	0	100	D	A	–	–	0	0	0	0	50
Longbow+5	54	0	0	0	100	D	A	–	–	0	0	0	0	
Longbow+10	72	0	0	0	100	D	A	–	–	0	0	0	0	
Longbow+15	90	0	0	0	100	D	A	–	–	0	0	0	0	
Crystal Longbow	79	0	0	0	100	D	A	–	–	0	0	0	0	1
Crystal Longbow+5	97	0	0	0	100	D	A	–	–	0	0	0	0	
Lightning Longbow	72	0	0	72	100	–	–	–	–	0	0	0	0	500
Lightning Longbow+5	99	0	0	100	100	–	–	–	–	0	0	0	0	
Raw Longbow	61	0	0	0	100	C	C	–	–	0	0	0	0	50
Raw Longbow+5	82	0	0	0	100	C	C	–	–	0	0	0	0	
Magic Longbow	40	43	0	0	100	E	D	A	–	0	0	0	0	50
Magic Longbow+5	54	58	0	0	100	E	D	A	–	0	0	0	0	
Magic Longbow+10	67	72	0	0	100	E	D	A	–	0	0	0	0	
Enchanted Longbow	54	58	0	0	100	E	E	A	–	0	0	0	0	50
Enchanted Longbow+5	64	67	0	0	100	E	E	S	–	0	0	0	0	
Divine Longbow	36	45	0	0	100	D	E	–	A	0	0	0	0	100
Divine Longbow+5	48	60	0	0	100	D	E	–	A	0	0	0	0	
Divine Longbow+10	60	75	0	0	100	D	E	–	A	0	0	0	0	
Occult Longbow	50	54	0	0	100	D	D	–	S	0	0	0	0	100
Occult Longbow+5	65	67	0	0	100	D	D	–	S	0	0	0	0	
Fire Longbow	54	0	54	0	100	–	–	–	–	0	0	0	0	50
Fire Longbow+5	72	0	72	0	100	–	–	–	–	0	0	0	0	
Fire Longbow+10	100	0	100	0	100	–	–	–	–	0	0	0	0	
Chaos Longbow	68	0	68	0	100	–	–	–	–	0	0	0	0	50
Chaos Longbow+5	85	0	85	0	100	–	–	–	–	0	0	0	0	

Black Bow of Pharis



Type None | **Weight** 1 | **Upgrade** 200

Stability 0 | **Durability** 100

Acquired from Drop: Pharis

9	18	0	0
0	0	0	0

Note Shot range: 65

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Black Bow of Pharis	34	0	0	0	100	E	S	–	–	0	0	0	0	50
Black Bow of Pharis+5	51	0	0	0	100	E	S	–	–	0	0	0	0	
Black Bow of Pharis+10	68	0	0	0	100	E	S	–	–	0	0	0	0	
Black Bow of Pharis+15	85	0	0	0	100	E	S	–	–	0	0	0	0	
Crystal Black Bow of Pharis	74	0	0	0	100	E	S	–	–	0	0	0	0	1
Crys. Black Bow of Pharis+5	91	0	0	0	100	E	S	–	–	0	0	0	0	
Ltng. Black Bow of Pharis	68	0	0	68	100	–	–	–	–	0	0	0	0	500
Ltng. Black Bow of Pharis+5	93	0	0	95	100	–	–	–	–	0	0	0	0	
Raw Black Bow of Pharis	58	0	0	0	100	C	C	–	–	0	0	0	0	50
Raw Black Bow of Pharis+5	78	0	0	0	100	C	C	–	–	0	0	0	0	
Magic Black Bow of Pharis	39	42	0	0	100	E	D	A	–	0	0	0	0	50
Magic Black Bow of Pharis+5	52	56	0	0	100	E	D	A	–	0	0	0	0	
Mag. Black Bow of Pharis+10	65	70	0	0	100	E	D	A	–	0	0	0	0	
Ench. Black Bow of Pharis	52	54	0	0	100	E	E	A	–	0	0	0	0	50
Ench. Black Bow of Pharis+5	62	62	0	0	100	E	E	S	–	0	0	0	0	
Divine Black Bow of Pharis	34	42	0	0	100	D	E	–	A	0	0	0	0	100
Div. Black Bow of Pharis+5	46	56	0	0	100	D	E	–	A	0	0	0	0	
Div. Black Bow of Pharis+10	57	70	0	0	100	D	E	–	A	0	0	0	0	
Occult Black Bow of Pharis	46	52	0	0	100	D	D	–	S	0	0	0	0	100
Occ. Black Bow of Pharis+5	59	65	0	0	100	D	D	–	S	0	0	0	0	
Fire Black Bow of Pharis	51	0	51	0	100	–	–	–	–	0	0	0	0	50
Fire Black Bow of Pharis+5	68	0	68	0	100	–	–	–	–	0	0	0	0	
Fire Black Bow of Pharis+10	95	0	95	0	100	–	–	–	–	0	0	0	0	
Chaos Black Bow of Pharis	64	0	64	0	100	–	–	–	–	0	0	0	0	50
Chaos Black Bow of Pharis+5	80	0	80	0	100	–	–	–	–	0	0	0	0	

Dragonslayer Greatbow



Type None | **Weight** 10 | **Upgrade** 2000 + Twinkling Titanite

Stability 0 | **Durability** 100

Acquired from Anor Londo (1)

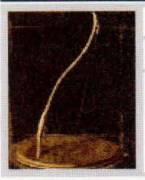
20 20 0 0

0 0 0 0

Note Shot range: 50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Dragonslayer Greatbow	85	0	0	0	100	C	C	–	–	0	0	0	0	100
Dragonslayer Greatbow+5	127	0	0	0	100	C	C	–	–	0	0	0	0	

Composite Bow



Type None | **Weight** 1 | **Upgrade** 200

Stability 0 | **Durability** 100

Acquired from Valley of Drakes/New Londo Ruins (1)

11 12 0 0

0 0 0 0

Note Shot range: 38

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Composite Bow	55	0	0	0	100	C	C	–	–	0	0	0	0	50
Composite Bow+5	82	0	0	0	100	C	C	–	–	0	0	0	0	
Composite Bow+10	110	0	0	0	100	C	C	–	–	0	0	0	0	
Composite Bow+15	137	0	0	0	100	C	C	–	–	0	0	0	0	
Crystal Composite Bow	121	0	0	0	100	C	C	–	–	0	0	0	0	1
Crystal Composite Bow+5	148	0	0	0	100	C	C	–	–	0	0	0	0	
Lightning Composite Bow	110	0	0	110	100	–	–	–	–	0	0	0	0	500
Lightning Composite Bow+5	151	0	0	154	100	–	–	–	–	0	0	0	0	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Raw Composite Bow	94	0	0	0	100	D	D	–	–	0	0	0	0	50
Raw Composite Bow+5	126	0	0	0	100	D	D	–	–	0	0	0	0	
Magic Composite Bow	61	67	0	0	100	E	E	B	–	0	0	0	0	50
Magic Composite Bow+5	82	90	0	0	100	E	E	B	–	0	0	0	0	
Magic Composite Bow+10	102	112	0	0	100	E	E	B	–	0	0	0	0	
Enchanted Composite Bow	82	88	0	0	100	E	E	B	–	0	0	0	0	50
Enchanted Composite Bow+5	98	102	0	0	100	E	E	A	–	0	0	0	0	
Divine Composite Bow	55	67	0	0	100	D	E	–	B	0	0	0	0	100
Divine Composite Bow+5	74	90	0	0	100	D	E	–	B	0	0	0	0	
Divine Composite Bow+10	92	112	0	0	100	D	E	–	B	0	0	0	0	
Occult Composite Bow	76	82	0	0	100	E	D	–	A	0	0	0	0	100
Occult Composite Bow+5	98	102	0	0	100	E	D	–	A	0	0	0	0	
Fire Composite Bow	82	0	82	0	100	–	–	–	–	0	0	0	0	50
Fire Composite Bow+5	110	0	110	0	100	–	–	–	–	0	0	0	0	
Fire Composite Bow+10	154	0	154	0	100	–	–	–	–	0	0	0	0	
Chaos Composite Bow	104	0	104	0	100	–	–	–	–	0	0	0	0	50
Chaos Composite Bow+5	130	0	130	0	100	–	–	–	–	0	0	0	0	

Darkmoon Bow



Type None | **Weight** 1 | **Upgrade** 5000 + Demon Titanite

Stability 0 | **Durability** 400

Acquired from Ascension only

7 16 0 16

0 0 0 0

Note Shot range: 50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Darkmoon Bow	80	80	0	0	100	E	D	–	D	0	0	0	0	1000
Darkmoon Bow+5	120	120	0	0	100	E	D	–	D	0	0	0	0	

Crossbow

Crossbows follow the same general principals as Bows, but without the ability to enter any kind of aiming mode. This means you have to rely on the lock-on to guide the bolts to your target, and you cannot choose to aim for critical head shots. To make up for lack of a manual aim, Crossbows generally have slightly better attack power than Bows. Because of the nature of how they operate, Crossbows are much better suited to doing some quick damage as you advance on a target before engaging them in melee combat.

Light Crossbow



Type None | **Weight** 3 | **Upgrade** 200

Stability 0 | **Durability** 150

Acquired from Armored Soldier (Crossbow) (A), Elite Undead Archer (A), Undead Burg/Undead Parish (1)

10 8 0 0

0 0 0 0

Note Shot range: 50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Light Crossbow	50	0	0	0	100	–	–	–	–	0	0	0	0	50
Light Crossbow+5	125	0	0	0	100	–	–	–	–	0	0	0	0	
Light Crossbow+10	200	0	0	0	100	–	–	–	–	0	0	0	0	
Light Crossbow+15	280	0	0	0	100	–	–	–	–	0	0	0	0	
Crystal Light Crossbow	230	0	0	0	100	–	–	–	–	0	0	0	0	1
Crystal Light Crossbow+5	310	0	0	0	100	–	–	–	–	0	0	0	0	
Lightning Light Crossbow	150	0	0	140	100	–	–	–	–	0	0	0	0	500
Lightning Light Crossbow+5	212	0	0	200	100	–	–	–	–	0	0	0	0	
Magic Light Crossbow	95	94	0	0	100	–	–	–	–	0	0	0	0	50
Magic Light Crossbow+5	150	151	0	0	100	–	–	–	–	0	0	0	0	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Magic Light Crossbow+10	205	210	0	0	100	–	–	–	–	0	0	0	0	
Divine Light Crossbow	85	102	0	0	100	–	–	–	–	0	0	0	0	100
Divine Light Crossbow+5	136	164	0	0	100	–	–	–	–	0	0	0	0	
Divine Light Crossbow+10	187	225	0	0	100	–	–	–	–	0	0	0	0	
Fire Light Crossbow	90	0	90	0	100	–	–	–	–	0	0	0	0	50
Fire Light Crossbow+5	147	0	147	0	100	–	–	–	–	0	0	0	0	
Fire Light Crossbow+10	207	0	207	0	100	–	–	–	–	0	0	0	0	

Heavy Crossbow



Type None | **Weight** 5 | **Upgrade** 200

Stability 0 | **Durability** 150

Acquired from Depths (1)

14 8 0 0

0 0 0 0

Note Shot range: 50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Heavy Crossbow	55	0	0	0	100	–	–	–	–	0	0	0	0	50
Heavy Crossbow+5	137	0	0	0	100	–	–	–	–	0	0	0	0	
Heavy Crossbow+10	220	0	0	0	100	–	–	–	–	0	0	0	0	
Heavy Crossbow+15	308	0	0	0	100	–	–	–	–	0	0	0	0	
Crystal Heavy Crossbow	253	0	0	0	100	–	–	–	–	0	0	0	0	1
Crystal Heavy Crossbow+5	341	0	0	0	100	–	–	–	–	0	0	0	0	
Lightning Heavy Crossbow	165	0	0	154	100	–	–	–	–	0	0	0	0	500
Lightning Heavy Crossbow+5	233	0	0	220	100	–	–	–	–	0	0	0	0	
Magic Heavy Crossbow	102	103	0	0	100	–	–	–	–	0	0	0	0	50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Magic Heavy Crossbow+5	161	166	0	0	100	–	–	–	–	0	0	0	0	
Magic Heavy Crossbow+10	221	231	0	0	100	–	–	–	–	0	0	0	0	
Divine Heavy Crossbow	92	112	0	0	100	–	–	–	–	0	0	0	0	100
Divine Heavy Crossbow+5	148	180	0	0	100	–	–	–	–	0	0	0	0	
Divine Heavy Crossbow+10	203	247	0	0	100	–	–	–	–	0	0	0	0	
Fire Heavy Crossbow	99	0	99	0	100	–	–	–	–	0	0	0	0	50
Fire Heavy Crossbow+5	162	0	162	0	100	–	–	–	–	0	0	0	0	
Fire Heavy Crossbow+10	228	0	228	0	100	–	–	–	–	0	0	0	0	

Avelyn



Type None | **Weight** 6 | **Upgrade** 200

Stability 0 | **Durability** 150

Acquired from The Duke's Archives/ Crystal Cave (1)

16 14 0 0

0 0 0 0

Note Shot range: 50

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Avelyn	37	0	0	0	100	–	–	–	–	0	0	0	0	50
Avelyn+5	92	0	0	0	100	–	–	–	–	0	0	0	0	
Avelyn+10	148	0	0	0	100	–	–	–	–	0	0	0	0	
Avelyn+15	207	0	0	0	100	–	–	–	–	0	0	0	0	
Crystal Avelyn	170	0	0	0	100	–	–	–	–	0	0	0	0	1
Crystal Avelyn+5	229	0	0	0	100	–	–	–	–	0	0	0	0	
Lightning Avelyn	111	0	0	103	100	–	–	–	–	0	0	0	0	500
Lightning Avelyn+5	157	0	0	148	100	–	–	–	–	0	0	0	0	
Magic Avelyn	70	69	0	0	100	–	–	–	–	0	0	0	0	50
Magic Avelyn+5	110	111	0	0	100	–	–	–	–	0	0	0	0	
Magic Avelyn+10	151	154	0	0	100	–	–	–	–	0	0	0	0	
Divine Avelyn	62	77	0	0	100	–	–	–	–	0	0	0	0	100
Divine Avelyn+5	100	124	0	0	100	–	–	–	–	0	0	0	0	
Divine Avelyn+10	137	170	0	0	100	–	–	–	–	0	0	0	0	

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Fire Avelyn	66	0	66	0	100	–	–	–	–	0	0	0	0	50
Fire Avelyn+5	109	0	109	0	100	–	–	–	–	0	0	0	0	
Fire Avelyn+10	153	0	153	0	100	–	–	–	–	0	0	0	0	

Sniper Crossbow



Type None | **Weight** 8 | **Upgrade** 200

Stability 0 | **Durability** 150

Acquired from Sen's Fortress (1)

20 16 0 0

0 0 0 0

Note Shot range: 70

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Sniper Crossbow	52	0	0	0	100	–	–	–	–	0	0	0	0	50
Sniper Crossbow+5	130	0	0	0	100	–	–	–	–	0	0	0	0	
Sniper Crossbow+10	208	0	0	0	100	–	–	–	–	0	0	0	0	
Sniper Crossbow+15	291	0	0	0	100	–	–	–	–	0	0	0	0	
Crystal Sniper Crossbow	239	0	0	0	100	–	–	–	–	0	0	0	0	1
Crystal Sniper Crossbow+5	322	0	0	0	100	–	–	–	–	0	0	0	0	
Lightning Sniper Crossbow	156	0	0	145	100	–	–	–	–	0	0	0	0	500
Lightning Sniper Crossbow+5	221	0	0	208	100	–	–	–	–	0	0	0	0	
Magic Sniper Crossbow	97	96	0	0	100	–	–	–	–	0	0	0	0	50
Magic Sniper Crossbow+5	154	155	0	0	100	–	–	–	–	0	0	0	0	
Magic Sniper Crossbow+10	210	215	0	0	100	–	–	–	–	0	0	0	0	
Divine Sniper Crossbow	87	107	0	0	100	–	–	–	–	0	0	0	0	100
Divine Sniper Crossbow+5	140	172	0	0	100	–	–	–	–	0	0	0	0	
Divine Sniper Crossbow+10	192	236	0	0	100	–	–	–	–	0	0	0	0	
Fire Sniper Crossbow	93	0	93	0	100	–	–	–	–	0	0	0	0	50
Fire Sniper Crossbow+5	153	0	153	0	100	–	–	–	–	0	0	0	0	
Fire Sniper Crossbow+10	215	0	215	0	100	–	–	–	–	0	0	0	0	

Catalyst

A Catalyst is required for you to cast any kind of Magic spell, and for the most part, they are highly ineffectual in any kind of melee attack, even though it is possible to use one if you wish. Catalysts are also one of the few weapon types that you cannot reinforce at all, but they do still have the ability to gain power. Catalysts have an additional rating called Magic Adjust, which can grow and change depending on your Intelligence rating. As your Intelligence goes up, so does the Magic Adjust number for the Catalyst, allowing it to do more damage.

Beatrice's Catalyst



Type Strike | **Weight** 2 | **Upgrade** –

Stability 16 | **Durability** 90

Acquired from Valley of Drakes/New Londo Ruins (1)

6 0 10 0

26 8 20 20

Note Magic Adjust: 19-240

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Beatrice's Catalyst	40	0	0	0	100	E	–	A	–	26	8	20	20	50

Sorcerer's Catalyst



Type Strike | **Weight** 2 | **Upgrade** –

Stability 16 | **Durability** 90

Acquired from Sorcerer (default), Griggs of Vinhelm, Rickert of Vinheim 500 Souls, Undead Burg/Undead Parish (1)

6 0 10 0

26 8 20 20

Note Magic Adjust: 19-240

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Sorcerer's Catalyst	40	0	0	0	100	E	–	A	–	26	8	20	20	50

Tin Banishment Catalyst



Type Thrust | **Weight** 3 | **Upgrade** –

Stability 16 | **Durability** 160

Acquired from Blighttown/Quelaag's Domain (1)

10 10 12 0

26 8 20 20

Note Magic Adjust: 19-220

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Tin Banishment Catalyst	145	0	0	0	100	E	D	A	–	26	8	20	20	50

Logan's Catalyst



Type Strike | **Weight** 2 | **Upgrade** –

Stability 16 | **Durability** 90

Acquired from The Duke's Archives/ Crystal Cave (1)

6 0 24 0
26 8 20 20

Note Magic Adjust: 19-250

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Logan's Catalyst	46	0	0	0	100	E	–	S	–	26	8	20	20	50

Tin Crystallization Catalyst



Type Thrust | **Weight** 2.5 | **Upgrade** –

Stability 16 | **Durability** 90

Acquired from Drop: Big Hat Logan (final)

7 0 32 0
26 8 20 20

Note Magic Adjust: 19-315

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Tin Crystallization Ctlyst.	240	0	0	0	100	E	–	S	–	26	8	20	20	1

Tin Darkmoon Catalyst



Type Strike | **Weight** 1 | **Upgrade** 5000

Stability 16 | **Durability** 60

Acquired from Ascension only

4 0 0 16
26 8 20 20

Note Magic Adjust: 19-240

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Tin Darkmoon Catalyst	44	0	0	0	100	E	–	–	A	26	8	20	20	1000

Demon's Catalyst



Type Thrust | **Weight** 4 | **Upgrade** –

Stability 16 | **Durability** 300

Acquired from Demon Firesage (M)

12 10 10 0
26 8 20 20

Note Magic Adjust: 19-200

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Demon's Catalyst	110	0	170	0	100	D	D	B	–	26	8	20	20	50

Oolacile Ivory Catalyst



Type Strike | **Weight** 0.5 | **Upgrade** –

Stability 16 | **Durability** 30

Acquired from Dusk of Oolacille 1000 Souls

3 0 12 0
26 8 20 20

Note Magic Adjust: 19-180

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Oolacile Ivory Catalyst	24	0	0	0	100	E	–	C	–	26	8	20	20	1000

Izalith Catalyst



Type Strike | **Weight** 2 | **Upgrade** –

Stability 16 | **Durability** 300

Acquired from Drop: Daughter of Chaos

6 0 14 0
26 8 20 20

Note Magic Adjust: 19-240

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Izalith Catalyst	40	0	0	0	100	E	–	A	–	26	8	20	20	1000

Pyromancy Flame

The Pyromancy Flame is needed for casting the many different varieties of Pyromancy spells. Used generally, they work exactly the same as Catalysts, but have an even less effective melee attack. The main difference is that, unlike Catalysts and Talismans, it is possible to reinforce the Pyromancy Flame by taking it to specific NPCs.

No additional materials are required to reinforce them, so you only need the required number of Souls. Having direct control over the strength of the flame without having to increase your Intelligence rating means that Pyromancy can be very effective for classes that do not have high Intelligence.

Pyromancy Flame



Type Strike | **Weight** 0 | **Upgrade** 0 – 25000

Stability 16 | **Durability** 30

Acquired from Pyromancer (default), Event: Laurentius of the Great Swamp, Event: Eingyi

4 0 0 0
26 8 20 20

Note Magic Adjust: 100

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Pyromancy Flame	100	0	40	0	100	–	–	–	–	26	8	20	20	1000
Pyromancy Flame+5	150	0	40	0	100	–	–	D	–	26	8	20	20	
Pyromancy Flame+10	200	0	40	0	100	–	–	B	–	26	8	20	20	
Pyromancy Flame+15	250	0	40	0	100	–	–	S	–	26	8	20	20	

Pyromancy Flame (strong)



Type Strike | **Weight** 0 | **Upgrade** 25000 – 40000

Stability 16 | **Durability** 30

Acquired from Ascension only

4 0 0 0
26 8 20 20

Note Magic Adjust: 254

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Pyromancy Flame (strong)	254	0	60	0	100	–	–	S	–	26	8	20	20	1000
Pyromancy Flame+5	270	0	60	0	100	–	–	S	–	26	8	20	20	

Talisman

Talismans are small bundles of cloth that have been imbued with spiritual power to enable the casting of Miracles. Once equipped, a Talisman works the same way as a Catalyst or Pyromancy Flame and will enable you to cast any Miracles that you have in your Attunement slots. Also like Catalysts, you cannot reinforce Talismans, and must instead increase their power by raising your Faith stat.

Talisman



Type Strike | **Weight** 0.3 | **Upgrade** –

Stability 16 | **Durability** 50

Acquired from Petrus of Thorolund 1000 Souls, Rhea of Thorolund 200 Souls, Firelink Shrine (1)

4	0	0	10
26	8	20	20

Note Magic Adjust: 19-200

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Talisman	14	0	0	0	100	–	–	–	B	26	8	20	20	2000

Canvas Talisman



Type Strike | **Weight** 0.3 | **Upgrade** –

Stability 16 | **Durability** 50

Acquired from Cleric (default), Patches 1000 Souls

4	0	0	14
26	8	20	20

Note Magic Adjust: 19-220

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Canvas Talisman	14	0	0	0	100	–	–	–	A	26	8	20	20	100

Thorolund Talisman



Type Strike | **Weight** 0.3 | **Upgrade** –

Stability 16 | **Durability** 50

Acquired from Petrus of Thorolund 5000 Souls, Patches 5000 Souls

4	0	0	10
26	8	20	20

Note Magic Adjust: 19-150

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Thorolund Talisman	14	0	0	0	100	–	–	–	D	26	8	20	20	100

Ivory Talisman



Type Strike | **Weight** 0.3 | **Upgrade** –

Stability 16 | **Durability** 50

Acquired from Event: Petrus of Thorolund, Patches 5000 Souls, Drop: Rhea of Thorolund

4	0	0	16
26	8	20	20

Note Magic Adjust: 19-234

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Ivory Talisman	14	0	0	0	100	–	–	–	A	26	8	20	20	100

Sunlight Talisman



Type Strike | **Weight** 0.3 | **Upgrade** –

Stability 16 | **Durability** 50

Acquired from Drop: Solaire of Astora

4	0	0	14
26	8	20	20

Note Magic Adjust: 19-234

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Sunlight Talisman	14	0	0	0	100	–	–	–	A	26	8	20	20	1000

Darkmoon Talisman



Type Strike | **Weight** 0.3 | **Upgrade** –

Stability 16 | **Durability** 50

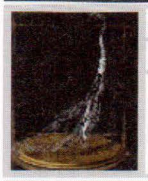
Acquired from Covenant: Darkmoon

4	0	0	24
26	8	20	20

Note Magic Adjust: 19-240

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Darkmoon Talisman	14	0	0	0	100	–	–	–	A	26	8	20	20	500

Velka's Talisman



Type Strike | **Weight** 0.3 | **Upgrade** –

Stability 16 | **Durability** 50

Acquired from Oswald of Carim 5000 Souls

4	0	16	0
26	8	20	20

Note Magic Adjust: 19-220

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Velka's Talisman	14	0	0	0	100	–	–	A	–	26	8	20	20	500

Lantern

There is only one Lantern available in the game, and it has a very unique property that separates it from all of the other weapons. If you equip the Lantern in your right hand, you will only be able to do a single downward swing attack with it, which does average fire damage. Equipping it in the left hand slot, however, and then holding down L1/LB will cause the Lantern to be held out in front of your character, at which time it will start illuminating the area. As long as you hold down the button, the Lantern will continue to light up the area, which can make navigating through some of the darker areas of the game a lot easier.

Skull Lantern



Type Strike | **Weight** 0.5 | **Upgrade** –

Stability 16 | **Durability** 60

Acquired from Tomb Of The Giants (1)

5	0	0	0
26	8	20	20

	Attack Values					Parameter Bonus				Damage Reduction				Frampt Souls
Skull Lantern	30	0	75	0	100	E	–	–	–	26	8	20	20	100

Small Shield

Small Shields generally offer a lower degree of protection than other shields due to their small size, and you will also suffer more stamina loss while blocking attacks. Small Shields are also normally made of wood or a soft material, which means that enemy attacks are rarely deflected after blocking them.

They make up for this, however, by giving you a lot more time in which you can perform a critical strike after a successful parry. Many Small Shields also have a larger window for performing the initial parry too. The combination of both of these factors can make them extremely deadly for players that favor parrying over blocking.

Small Leather Shield



Type Strike | **Weight** 0.5 | **Upgrade** 200

Stability 40 | **Durability** 200

Acquired from Sorcerer (default), Undead Merchant (male) 600 Souls

5 0 0 0

80 35 60 60

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Small Leather Shield	40	0	0	0	D	–	–	80	35	60	60	40	200	50
Small Leather Shield+5	50	0	0	0	D	–	–	80	35	60	60	46	200	
Small Leather Shield+10	62	0	0	0	D	–	–	80	35	60	60	52	200	
Small Leather Shield+15	80	0	0	0	D	–	–	80	35	60	60	56	200	
Crys. Small Leather Shield	62	0	0	0	D	–	–	80	35	60	60	52	20	1
Crys. Sm. Leather Shield+5	80	0	0	0	D	–	–	80	35	60	60	56	20	
Ltng. Small Leather Shield	62	0	0	62	–	–	–	80	35	60	67.2	40	200	500
Ltng. Sm. Leather Shield+5	80	0	0	80	–	–	–	80	35	60	72	40	200	
Magic Small Leather Shield	37	41	0	0	E	E	D	80	35	60	60	40	200	50
Magic Sm. Leather Shield+5	46	51	0	0	E	E	D	80	40.3	60	60	40	200	
Magic Sm. Leather Shield+10	60	66	0	0	E	E	D	80	45.5	60	60	40	200	
Divine Small Leather Shield	33	41	0	0	E	E	D	80	35	60	60	40	200	100
Div. Sm. Leather Shield+5	41	51	0	0	E	E	D	80	35	60	60	40	200	
Div. Sm. Leather Shield+10	54	66	0	0	E	E	D	80	35	60	60	40	200	
Fire Small Leather Shield	50	0	50	0	–	–	–	80	35	60	60	40	200	50
Fire Small Leather Shield+5	62	0	62	0	–	–	–	80	35	69	60	40	200	
Fire Sm. Leather Shield+10	80	0	80	0	–	–	–	80	35	78	60	40	200	

Target Shield



Type Strike | **Weight** 2 | **Upgrade** 200

Stability 45 | **Durability** 150

Acquired from Thief (default), Undead Assassin (A), Undead Burg/Undead Parish (1)

8 11 0 0

78 30 65 50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Target Shield	56	0	0	0	D	–	–	78	30	65	50	45	150	50
Target Shield+5	70	0	0	0	D	–	–	78	30	65	50	51	150	
Target Shield+10	86	0	0	0	D	–	–	78	30	65	50	58	150	
Target Shield+15	112	0	0	0	D	–	–	78	30	65	50	63	150	
Crystal Target Shield	86	0	0	0	D	–	–	78	30	65	50	58	15	1
Crystal Target Shield+5	112	0	0	0	D	–	–	78	30	65	50	63	15	
Lightning Target Shield	86	0	0	86	–	–	–	78	30	65	56	45	150	500
Lightning Target Shield+5	112	0	0	112	–	–	–	78	30	65	60	45	150	
Magic Target Shield	52	57	0	0	E	E	D	78	30	65	50	45	150	50
Magic Target Shield+5	65	71	0	0	E	E	D	78	33	65	50	45	150	
Magic Target Shield+10	84	92	0	0	E	E	D	78	36	65	50	45	150	
Divine Target Shield	47	57	0	0	E	E	D	78	30	65	50	45	150	100
Divine Target Shield+5	58	71	0	0	E	E	D	78	30	65	50	45	150	
Divine Target Shield+10	76	92	0	0	E	E	D	78	30	65	50	45	150	
Fire Target Shield	70	0	70	0	–	–	–	78	30	65	50	45	150	50
Fire Target Shield+5	86	0	86	0	–	–	–	78	30	71.5	50	45	150	
Fire Target Shield+10	112	0	112	0	–	–	–	78	30	78	50	45	150	

Buckler



Type Strike | **Weight** 1.5 | **Upgrade** 200

Stability 40 | **Durability** 140

Acquired from Undead Merchant (male) 800 Souls, Elite Undead Guard (Rapier) (A) [Undead Parish]

7 13 0 0

76 32 65 53

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Buckler	55	0	0	0	D	–	–	76	32	65	53	40	140	50
Buckler+5	68	0	0	0	D	–	–	76	32	65	53	46	140	
Buckler+10	85	0	0	0	D	–	–	76	32	65	53	52	140	
Buckler+15	110	0	0	0	D	–	–	76	32	65	53	56	140	
Crystal Buckler	85	0	0	0	D	–	–	76	32	65	53	52	14	1
Crystal Buckler+5	110	0	0	0	D	–	–	76	32	65	53	56	14	
Lightning Buckler	85	0	0	85	–	–	–	76	32	65	59.4	40	140	500
Lightning Buckler+5	110	0	0	110	–	–	–	76	32	65	63.6	40	140	
Magic Buckler	51	56	0	0	E	E	D	76	32	65	53	40	140	50
Magic Buckler+5	63	69	0	0	E	E	D	76	35.2	65	53	40	140	
Magic Buckler+10	82	90	0	0	E	E	D	76	38.4	65	53	40	140	
Divine Buckler	46	56	0	0	E	E	D	76	32	65	53	40	140	100
Divine Buckler+5	57	69	0	0	E	E	D	76	32	65	53	40	140	
Divine Buckler+10	74	90	0	0	E	E	D	76	32	65	53	40	140	
Fire Buckler	68	0	68	0	–	–	–	76	32	65	53	40	140	50
Fire Buckler+5	85	0	85	0	–	–	–	76	32	71.5	53	40	140	
Fire Buckler+10	110	0	110	0	–	–	–	76	32	78	53	40	140	

Cracked Round Shield



Type Strike | **Weight** 1 | **Upgrade** 200

Stability 30 | **Durability** 60

Acquired from Pyromancer (default), Armored Zombie (Axe) (A), Armored Zombie (Sword) (A)

6 0 0 0

65 55 10 45

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Cracked Round Shield	46	0	0	0	D	–	–	65	55	10	45	30	60	50
Cracked Round Shield+5	57	0	0	0	D	–	–	65	55	10	45	34	60	
Cracked Round Shield+10	71	0	0	0	D	–	–	65	55	10	45	39	60	
Cracked Round Shield+15	92	0	0	0	D	–	–	65	55	10	45	42	60	
Crys. Cracked Round Shield	71	0	0	0	D	–	–	65	55	10	45	39	6	1
Crys. Cracked Rd. Shield+5	92	0	0	0	D	–	–	65	55	10	45	42	6	
Ltng. Cracked Round Shield	71	0	0	71	–	–	–	65	55	10	50.4	30	60	500
Ltng. Cracked Rd. Shield+5	92	0	0	92	–	–	–	65	55	10	54	30	60	
Magic Cracked Round Shield	43	46	0	0	E	E	D	65	55	10	45	30	60	50
Magic Cracked Rd. Shield+5	54	57	0	0	E	E	D	65	63.3	10	45	30	60	
Magic Cracked Rd. Shield+10	70	74	0	0	E	E	D	65	71.5	10	45	30	60	
Divine Cracked Round Shield	38	47	0	0	E	E	D	65	55	10	45	30	60	100
Div. Cracked Rd. Shield+5	48	58	0	0	E	E	D	65	55	10	45	30	60	
Div. Cracked Rd. Shield+10	62	76	0	0	E	E	D	65	55	10	45	30	60	
Fire Cracked Round Shield	57	0	57	0	–	–	–	65	55	10	45	30	60	50
Fire Cracked Round Shield+5	71	0	71	0	–	–	–	65	55	11.5	45	30	60	
Fire Cracked Rd. Shield+10	92	0	92	0	–	–	–	65	55	13	45	30	60	

Leather Shield



Type Strike | **Weight** 1 | **Upgrade** 200

Stability 45 | **Durability** 200

Acquired from Wanderer (default), Undead Merchant (male) 800 Souls

6	0	0	0
85	35	60	60

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Leather Shield	42	0	0	0	D	–	–	85	35	60	60	45	200	50
Leather Shield+5	52	0	0	0	D	–	–	85	35	60	60	51	200	
Leather Shield+10	65	0	0	0	D	–	–	85	35	60	60	58	200	
Leather Shield+15	84	0	0	0	D	–	–	85	35	60	60	63	200	
Crystal Leather Shield	65	0	0	0	D	–	–	85	35	60	60	58	20	1
Crystal Leather Shield+5	84	0	0	0	D	–	–	85	35	60	60	63	20	
Lightning Leather Shield	65	0	0	65	–	–	–	85	35	60	67.2	45	200	500
Lightning Leather Shield+5	84	0	0	84	–	–	–	85	35	60	72	45	200	
Magic Leather Shield	40	42	0	0	E	E	D	85	35	60	60	45	200	50
Magic Leather Shield+5	49	52	0	0	E	E	D	85	40.3	60	60	45	200	
Magic Leather Shield+10	64	68	0	0	E	E	D	85	45.5	60	60	45	200	
Divine Leather Shield	35	43	0	0	E	E	D	85	35	60	60	45	200	100
Divine Leather Shield+5	43	54	0	0	E	E	D	85	35	60	60	45	200	
Divine Leather Shield+10	56	70	0	0	E	E	D	85	35	60	60	45	200	
Fire Leather Shield	52	0	52	0	–	–	–	85	35	60	60	45	200	50
Fire Leather Shield+5	65	0	65	0	–	–	–	85	35	69	60	45	200	
Fire Leather Shield+10	84	0	84	0	–	–	–	85	35	78	60	45	200	

Plank Shield



Type Strike | **Weight** 1.5 | **Upgrade** 200

Stability 45 | **Durability** 120

Acquired from Deprived (default), The Great Hollow/Ash Lake (1)

7	0	0	0
75	40	20	55

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Plank Shield	52	0	0	0	D	–	–	75	40	20	55	45	120	50
Plank Shield+5	65	0	0	0	D	–	–	75	40	20	55	51	120	
Plank Shield+10	80	0	0	0	D	–	–	75	40	20	55	58	120	
Plank Shield+15	104	0	0	0	D	–	–	75	40	20	55	63	120	
Crystal Plank Shield	80	0	0	0	D	–	–	75	40	20	55	58	12	1
Crystal Plank Shield+5	104	0	0	0	D	–	–	75	40	20	55	63	12	
Lightning Plank Shield	80	0	0	80	–	–	–	75	40	20	61.6	45	120	500
Lightning Plank Shield+5	104	0	0	104	–	–	–	75	40	20	66	45	120	
Magic Plank Shield	48	52	0	0	E	E	D	75	40	20	55	45	120	50
Magic Plank Shield+5	60	65	0	0	E	E	D	75	46	20	55	45	120	
Magic Plank Shield+10	78	84	0	0	E	E	D	75	52	20	55	45	120	
Divine Plank Shield	43	53	0	0	E	E	D	75	40	20	55	45	120	100
Divine Plank Shield+5	54	66	0	0	E	E	D	75	40	20	55	45	120	
Divine Plank Shield+10	70	86	0	0	E	E	D	75	40	20	55	45	120	
Fire Plank Shield	65	0	65	0	–	–	–	75	40	20	55	45	120	50
Fire Plank Shield+5	80	0	80	0	–	–	–	75	40	23	55	45	120	
Fire Plank Shield+10	104	0	104	0	–	–	–	75	40	26	55	45	120	

Caduceus Round Shield



Type Strike | **Weight** 1 | **Upgrade** 200

Stability 40 | **Durability** 180

Acquired from Firelink Shrine (1)

6	0	0	0
85	65	30	65

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Caduceus Round Shield	50	0	0	0	D	–	–	85	65	30	65	40	180	50
Caduceus Round Shield+5	62	0	0	0	D	–	–	85	65	30	65	46	180	
Caduceus Round Shield+10	77	0	0	0	D	–	–	85	65	30	65	52	180	
Caduceus Round Shield+15	100	0	0	0	D	–	–	85	65	30	65	56	180	
Crys. Caduceus Round Shield	77	0	0	0	D	–	–	85	65	30	65	52	18	1
Crys. Caduceus Rd. Shield+5	100	0	0	0	D	–	–	85	65	30	65	56	18	
Ltng. Caduceus Round Shield	77	0	0	77	–	–	–	85	65	30	72.8	40	180	500
Ltng. Caduceus Rd. Shield+5	100	0	0	100	–	–	–	85	65	30	78	40	180	
Magic Caduceus Round Shield	47	51	0	0	E	E	D	85	65	30	65	40	180	50
Magic Caduceus Rd. Shield+5	58	63	0	0	E	E	D	85	71.5	30	65	40	180	
Mag. Caduceus Rd. Shield+10	76	82	0	0	E	E	D	85	78	30	65	40	180	
Div. Caduceus Round Shield	42	51	0	0	E	E	D	85	65	30	65	40	180	100
Div. Caduceus Rd. Shield+5	52	63	0	0	E	E	D	85	65	30	65	40	180	
Div. Caduceus Rd. Shield+10	68	82	0	0	E	E	D	85	65	30	65	40	180	
Fire Caduceus Round Shield	62	0	62	0	–	–	–	85	65	30	65	40	180	50
Fire Caduceus Rd. Shield+5	77	0	77	0	–	–	–	85	65	34.5	65	40	180	
Fire Caduceus Rd. Shield+10	100	0	100	0	–	–	–	85	65	39	65	40	180	

Crystal Ring Shield



Type Strike | **Weight** 3 | **Upgrade** 5000 + Demon Titanite

Stability 40 | **Durability** 120

Acquired from Ascension only

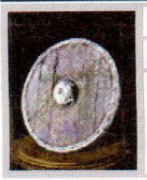
10	0	0	0
70	90	70	40

Note Parry is replaced by an energy ring projectile attack

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Crystal Ring Shield	0	100	0	0	–	–	–	70	90	70	40	40	120	1000
Crystal Ring Shield+5	0	150	0	0	–	–	–	70	90	70	40	40	120	



Warrior's Round Shield



Type Strike | **Weight** 1 | **Upgrade** 200

Stability 40 | **Durability** 180

Acquired from Undead Merchant (male) 800 Souls

6	0	0	0	
85	65	30	65	

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Warrior's Round Shield	50	0	0	0	D	–	–	85	65	30	65	40	180	50
Warrior's Round Shield+5	62	0	0	0	D	–	–	85	65	30	65	46	180	
Warrior's Round Shield+10	77	0	0	0	D	–	–	85	65	30	65	52	180	
Warrior's Round Shield+15	100	0	0	0	D	–	–	85	65	30	65	56	180	
Crys. Warrior's Rd. Shield	77	0	0	0	D	–	–	85	65	30	65	52	18	1
Crys. Warrior's Rd. Shield+5	100	0	0	0	D	–	–	85	65	30	65	56	18	
Ltng. Warrior's Rd. Shield	77	0	0	77	–	–	–	85	65	30	78	40	180	500
Ltng. Warrior's Rd. Shield+5	100	0	0	100	–	–	–	85	65	30	84.5	40	180	
Magic Warrior's Rd. Shield	47	51	0	0	E	E	D	85	65	30	65	40	180	50
Mag. Warrior's Rd. Shield+5	58	63	0	0	E	E	D	85	74.7	30	65	40	180	
Mag. Warrior's Rd. Shield+10	76	82	0	0	E	E	D	85	84.5	30	65	40	180	
Div. Warrior's Round Shield	42	51	0	0	E	E	D	85	65	30	65	40	180	100
Div. Warrior's Rd. Shield+5	52	63	0	0	E	E	D	85	65	30	65	40	180	
Div. Warrior's Rd. Shield+10	68	82	0	0	E	E	D	85	65	30	65	40	180	
Fire Warrior's Round Shield	62	0	62	0	–	–	–	85	65	30	65	40	180	50
Fire Warrior's Rd. Shield+5	77	0	77	0	–	–	–	85	65	34.5	65	40	180	
Fire Warrior's Rd. Shield+10	100	0	100	0	–	–	–	85	65	39	65	40	180	

Red and White Round Shield



Type Strike | **Weight** 1 | **Upgrade** 200

Stability 40 | **Durability** 180

Acquired from Skeleton Swordsmen (Greatsword) (A), Skeleton Swordsmen (Greatsword) (the Grave King's servant) (A), Skeleton Swordsmen (Sword and Shield) (A), Skeleton Swordsmen (Sword and Shield) (the Grave King's servant) (A)

6	0	0	0	
85	65	30	65	

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Red and White Round Shield	50	0	0	0	D	–	–	85	65	30	65	40	180	50
Red and White Rd. Shield+5	62	0	0	0	D	–	–	85	65	30	65	46	180	
Red and White Rd. Shield+10	77	0	0	0	D	–	–	85	65	30	65	52	180	
Red and White Rd. Shield+15	100	0	0	0	D	–	–	85	65	30	65	56	180	
Crystal R&W Round Shield	77	0	0	0	D	–	–	85	65	30	65	52	18	1
Crystal R&W Round Shield+5	100	0	0	0	D	–	–	85	65	30	65	56	18	
Lightning R&W Round Shield	77	0	0	77	–	–	–	85	65	30	72.8	40	180	500
Ltng. R&W Round Shield+5	100	0	0	100	–	–	–	85	65	30	78	40	180	
Magic R&W Round Shield	47	51	0	0	E	E	D	85	65	30	65	40	180	50
Magic R&W Round Shield+5	58	63	0	0	E	E	D	85	71.5	30	65	40	180	
Magic R&W Round Shield+10	76	82	0	0	E	E	D	85	78	30	65	40	180	
Divine R&W Round Shield	42	51	0	0	E	E	D	85	65	30	65	40	180	100
Divine R&W Round Shield+5	52	63	0	0	E	E	D	85	65	30	65	40	180	
Divine R&W Round Shield+10	68	82	0	0	E	E	D	85	65	30	65	40	180	
Fire R&W Round Shield	62	0	62	0	–	–	–	85	65	30	65	40	180	50
Fire R&W Round Shield+5	77	0	77	0	–	–	–	85	65	34.5	65	40	180	
Fire R&W Round Shield+10	100	0	100	0	–	–	–	85	65	39	65	40	180	

Effigy Shield



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 45 | **Durability** 180

Acquired from Tomb Of The Giants (1)

10	0	0	16	
90	40	70	90	

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Effigy Shield	60	0	0	0	D	–	–	90	40	70	90	45	180	50
Crystal Effigy Shield	93	0	0	0	D	–	–	90	40	70	90	58	18	1
Lightning Effigy Shield	93	0	0	93	–	–	–	90	40	70	90	45	180	500
Magic Effigy Shield	56	61	0	0	E	E	D	90	40	70	90	45	180	50
Divine Effigy Shield	51	62	0	0	E	E	D	90	40	70	90	45	180	100
Fire Effigy Shield	75	0	75	0	–	–	–	90	40	70	90	45	180	50

Sanctus



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 51 | **Durability** 410

Acquired from Drop: Paladin Leeroy

10	0	0	18	
95	40	70	50	

Note Restores HP at the rate of 2 HP every 2 seconds

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Sanctus	62	0	0	0	D	–	–	95	40	70	50	51	410	50
Crystal Sanctus	96	0	0	0	D	–	–	95	40	70	50	66	41	1
Lightning Sanctus	96	0	0	96	–	–	–	95	40	70	56	51	410	500
Magic Sanctus	58	62	0	0	E	E	D	95	40	70	50	51	410	50
Divine Sanctus	52	63	0	0	E	E	D	95	40	70	50	51	410	100
Fire Sanctus	77	0	77	0	–	–	–	95	40	70	50	51	410	50

Bloodshield



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 53 | **Durability** 240

Acquired from Painted World Of Ariamis (1)

10	0	0	0	
100	30	70	50	

Note Raises Poison/Bleed/Curse resistance by 50%

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Bloodshield	62	0	0	0	D	–	–	100	30	70	50	53	240	50
Crystal Bloodshield	96	0	0	0	D	–	–	100	30	70	50	68	24	1
Lightning Bloodshield	96	0	0	96	–	–	–	100	30	70	56	53	240	500
Magic Bloodshield	58	62	0	0	E	E	D	100	30	70	50	53	240	50
Divine Bloodshield	52	63	0	0	E	E	D	100	30	70	50	53	240	100
Fire Bloodshield	77	0	77	0	–	–	–	100	30	70	50	53	240	50

Shield

Normal Shields offer a step up in protection over Small Shields, while still retaining the ability to perform a parry. The shields in this group are of average weight, and can usually be quipped by most classes without putting too much of a burden on their Equip Load. They are also the first class of shield that allows for the blocking of 100% of physical damage. This enables you to block most normal attacks in the game without sustaining damage, Early in the game this trait can literally save your life.

Most normal Shields are also made of metal or other hard materials, which mean that blocking most normal attacks will cause them to be deflected, and the enemy will be left vulnerable for a short period of time. The parry and riposte windows are slightly smaller than with Small Shields, but with a bit of practice they can still both be used easily. The additional defensive capabilities more than make up for slightly diminished parrying capabilities, and for most players, these shields will be the optimal middle ground.

East-West Shield



Type Strike | **Weight** 1 | **Upgrade** 200 +/-

Stability 44 | **Durability** 160

Acquired from Cleric (default), Undead Merchant (male) 400 Souls

6	0	0	0
88	40	30	65

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
East-West Shield	52	0	0	0	D	–	–	88	40	30	65	44	160	50
East-West Shield+5	65	0	0	0	D	–	–	88	40	30	65	50	160	
East-West Shield+10	80	0	0	0	D	–	–	88	40	30	65	57	160	
East-West Shield+15	104	0	0	0	D	–	–	88	40	30	65	62	160	
Crystal East-West Shield	80	0	0	0	D	–	–	88	40	30	65	57	16	1
Crystal East-West Shield+5	104	0	0	0	D	–	–	88	40	30	65	61	16	
Lightning East-West Shield	80	0	0	80	–	–	–	88	40	30	72.8	44	160	500
Ltng. East-West Shield+5	104	0	0	104	–	–	–	88	40	30	78	44	160	
Magic East-West Shield	48	52	0	0	E	E	D	88	40	30	65	44	160	50
Magic East-West Shield+5	60	65	0	0	E	E	D	88	46	30	65	44	160	
Magic East-West Shield+10	78	84	0	0	E	E	D	88	52	30	65	44	160	
Divine East-West Shield	43	53	0	0	E	E	D	88	40	30	65	44	160	100
Divine East-West Shield+5	54	66	0	0	E	E	D	88	40	30	65	44	160	
Divine East-West Shield+10	70	86	0	0	E	E	D	88	40	30	65	44	160	
Fire East-West Shield	65	0	65	0	–	–	–	88	40	30	65	44	160	50
Fire East-West Shield+5	80	0	80	0	–	–	–	88	40	34.5	65	44	160	
Fire East-West Shield+10	104	0	104	0	–	–	–	88	40	39	65	44	160	

Wooden Shield



Type Strike | **Weight** 1.5 | **Upgrade** 200

Stability 52 | **Durability** 160

Acquired from Undead Burg/Undead Parish (1)

7	0	0	0
93	40	30	65

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Wooden Shield	54	0	0	0	D	–	–	93	40	30	65	52	160	50
Wooden Shield+5	67	0	0	0	D	–	–	93	40	30	65	59	160	
Wooden Shield+10	83	0	0	0	D	–	–	93	40	30	65	67	160	
Wooden Shield+15	108	0	0	0	D	–	–	93	40	30	65	73	160	
Crystal Wooden Shield	83	0	0	0	D	–	–	93	40	30	65	67	16	1
Crystal Wooden Shield+5	108	0	0	0	D	–	–	93	40	30	65	72	16	
Lightning Wooden Shield	83	0	0	83	–	–	–	93	40	30	72.8	52	160	500
Lightning Wooden Shield+5	108	0	0	108	–	–	–	93	40	30	78	52	160	
Magic Wooden Shield	51	55	0	0	E	E	D	93	40	30	65	52	160	50
Magic Wooden Shield+5	63	68	0	0	E	E	D	93	46	30	65	52	160	
Magic Wooden Shield+10	82	88	0	0	E	E	D	93	52	30	65	52	160	
Divine Wooden Shield	45	56	0	0	E	E	D	93	40	30	65	52	160	100
Divine Wooden Shield+5	55	69	0	0	E	E	D	93	40	30	65	52	160	
Divine Wooden Shield+10	72	90	0	0	E	E	D	93	40	30	65	52	160	
Fire Wooden Shield	67	0	67	0	–	–	–	93	40	30	65	52	160	50
Fire Wooden Shield+5	83	0	83	0	–	–	–	93	40	34.5	65	52	160	
Fire Wooden Shield+10	108	0	108	0	–	–	–	93	40	39	65	52	160	

Large Leather Shield



Type Strike | **Weight** 1.5 | **Upgrade** 200

Stability 52 | **Durability** 200

Acquired from Hunter (default), Andre of Astora 800 Souls, Phalanx (A)

7	0	0	0
91	35	60	60

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Large Leather Shield	46	0	0	0	D	–	–	91	35	60	60	52	200	50
Large Leather Shield+5	57	0	0	0	D	–	–	91	35	60	60	59	200	
Large Leather Shield+10	71	0	0	0	D	–	–	91	35	60	60	67	200	
Large Leather Shield+15	92	0	0	0	D	–	–	91	35	60	60	73	200	
Crys. Large Leather Shield	71	0	0	0	D	–	–	91	35	60	60	67	20	1
Crys. Lg. Leather Shield+5	92	0	0	0	D	–	–	91	35	60	60	72	20	
Ltng. Large Leather Shield	71	0	0	71	–	–	–	91	35	60	67.2	52	200	500
Ltng. Lg. Leather Shield+5	92	0	0	92	–	–	–	91	35	60	72	52	200	
Magic Large Leather Shield	43	46	0	0	E	E	D	91	35	60	60	52	200	50
Mag. Lg. Leather Shield+5	54	57	0	0	E	E	D	91	40.3	60	60	52	200	
Mag. Lg. Leather Shield+10	70	74	0	0	E	E	D	91	45.5	60	60	52	200	
Divine Large Leather Shield	38	47	0	0	E	E	D	91	35	60	60	52	200	100
Div. Lg. Leather Shield+5	48	58	0	0	E	E	D	91	35	60	60	52	200	
Div. Lg. Leather Shield+10	62	76	0	0	E	E	D	91	35	60	60	52	200	
Fire Large Leather Shield	57	0	57	0	–	–	–	91	35	60	60	52	200	50
Fire Large Leather Shield+5	71	0	71	0	–	–	–	91	35	69	60	52	200	
Fire Lg. Leather Shield+10	92	0	92	0	–	–	–	91	35	78	60	52	200	

Heater Shield



Type Strike | **Weight** 2 | **Upgrade** 200

Stability 55 | **Durability** 250

Acquired from Warrior (default), Undead Merchant (male) 1000 Souls

8	0	0	0
100	30	70	50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Heater Shield	60	0	0	0	D	–	–	100	30	70	50	55	250	50
Heater Shield+5	75	0	0	0	D	–	–	100	30	70	50	63	250	
Heater Shield+10	93	0	0	0	D	–	–	100	30	70	50	71	250	
Heater Shield+15	120	0	0	0	D	–	–	100	30	70	50	78	250	
Crystal Heater Shield	93	0	0	0	D	–	–	100	30	70	50	71	25	1
Crystal Heater Shield+5	120	0	0	0	D	–	–	100	30	70	50	77	25	
Lightning Heater Shield	93	0	0	93	–	–	–	100	30	70	56	55	250	500
Lightning Heater Shield+5	120	0	0	120	–	–	–	100	30	70	60	55	250	
Magic Heater Shield	56	61	0	0	E	E	D	100	30	70	50	55	250	50
Magic Heater Shield+5	69	75	0	0	E	E	D	100	33	70	50	55	250	
Magic Heater Shield+10	90	98	0	0	E	E	D	100	36	70	50	55	250	
Divine Heater Shield	51	62	0	0	E	E	D	100	30	70	50	55	250	100
Divine Heater Shield+5	63	77	0	0	E	E	D	100	30	70	50	55	250	
Divine Heater Shield+10	82	100	0	0	E	E	D	100	30	70	50	55	250	
Fire Heater Shield	75	0	75	0	–	–	–	100	30	70	50	55	250	50
Fire Heater Shield+5	93	0	93	0	–	–	–	100	30	77	50	55	250	
Fire Heater Shield+10	120	0	120	0	–	–	–	100	30	84	50	55	250	

Knight Shield



Type Strike | **Weight** 5.5 | **Upgrade** 200

Stability 56 | **Durability** 200

Acquired from Undead Burg/Undead Parish (1)

10	0	0	0
100	30	60	40

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Knight Shield	68	0	0	0	D	–	–	100	30	60	40	56	200	50
Knight Shield+5	85	0	0	0	D	–	–	100	30	60	40	64	200	
Knight Shield+10	105	0	0	0	D	–	–	100	30	60	40	72	200	
Knight Shield+15	136	0	0	0	D	–	–	100	30	60	40	79	200	
Crystal Knight Shield	105	0	0	0	D	–	–	100	30	60	40	72	20	1
Crystal Knight Shield+5	136	0	0	0	D	–	–	100	30	60	40	78	20	
Lightning Knight Shield	105	0	0	105	–	–	–	100	30	60	44.8	56	200	500
Lightning Knight Shield+5	136	0	0	136	–	–	–	100	30	60	48	56	200	
Magic Knight Shield	63	68	0	0	E	E	D	100	30	60	40	56	200	50
Magic Knight Shield+5	79	85	0	0	E	E	D	100	33	60	40	56	200	
Magic Knight Shield+10	102	110	0	0	E	E	D	100	36	60	40	56	200	
Divine Knight Shield	57	70	0	0	E	E	D	100	30	60	40	56	200	100
Divine Knight Shield+5	71	86	0	0	E	E	D	100	30	60	40	56	200	
Divine Knight Shield+10	92	112	0	0	E	E	D	100	30	60	40	56	200	
Fire Knight Shield	85	0	85	0	–	–	–	100	30	60	40	56	200	50
Fire Knight Shield+5	105	0	105	0	–	–	–	100	30	66	40	56	200	
Fire Knight Shield+10	136	0	136	0	–	–	–	100	30	72	40	56	200	

Tower Kite Shield



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 58 | **Durability** 250

Acquired from Knight (default), Andre of Astora 1000 Souls

10	0	0	0
100	30	70	50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Tower Kite Shield	64	0	0	0	D	–	–	100	30	70	50	58	250	50
Tower Kite Shield+5	80	0	0	0	D	–	–	100	30	70	50	66	250	
Tower Kite Shield+10	99	0	0	0	D	–	–	100	30	70	50	75	250	
Tower Kite Shield+15	128	0	0	0	D	–	–	100	30	70	50	82	250	
Crystal Tower Kite Shield	99	0	0	0	D	–	–	100	30	70	50	75	25	1
Crystal Tower Kite Shield+5	128	0	0	0	D	–	–	100	30	70	50	81	25	
Lightning Tower Kite Shield	99	0	0	99	–	–	–	100	30	70	56	58	250	500
Ltng. Tower Kite Shield+5	128	0	0	128	–	–	–	100	30	70	60	58	250	
Magic Tower Kite Shield	60	65	0	0	E	E	D	100	30	70	50	58	250	50
Magic Tower Kite Shield+5	74	80	0	0	E	E	D	100	33	70	50	58	250	
Magic Tower Kite Shield+10	96	104	0	0	E	E	D	100	36	70	50	58	250	
Divine Tower Kite Shield	53	66	0	0	E	E	D	100	30	70	50	58	250	100
Divine Tower Kite Shield+5	66	82	0	0	E	E	D	100	30	70	50	58	250	
Divine Tower Kite Shield+10	86	106	0	0	E	E	D	100	30	70	50	58	250	
Fire Tower Kite Shield	80	0	80	0	–	–	–	100	30	70	50	58	250	50
Fire Tower Kite Shield+5	99	0	99	0	–	–	–	100	30	77	50	58	250	
Fire Tower Kite Shield+10	128	0	128	0	–	–	–	100	30	84	50	58	250	

Grass Crest Shield



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 51 | **Durability** 200

Acquired from Darkroot Garden/Basin (1)

10	0	0	0
95	42	70	50

Note Raises Stamina regeneration speed

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Grass Crest Shield	62	0	0	0	D	–	–	95	42	70	50	51	200	50
Grass Crest Shield+5	77	0	0	0	D	–	–	95	42	70	50	58	200	
Grass Crest Shield+10	96	0	0	0	D	–	–	95	42	70	50	66	200	
Grass Crest Shield+15	124	0	0	0	D	–	–	95	42	70	50	72	200	
Crystal Grass Crest Shield	96	0	0	0	D	–	–	95	42	70	50	66	20	1
Crys. Grass Crest Shield+5	124	0	0	0	D	–	–	95	42	70	50	71	20	
Ltng. Grass Crest Shield	96	0	0	96	–	–	–	95	42	70	56	51	200	500
Ltng. Grass Crest Shield+5	124	0	0	124	–	–	–	95	42	70	60	51	200	
Magic Grass Crest Shield	58	62	0	0	E	E	D	95	42	70	50	51	200	50
Magic Grass Crest Shield+5	72	77	0	0	E	E	D	95	46.2	70	50	51	200	
Magic Grass Crest Shield+10	94	100	0	0	E	E	D	95	50,4	70	50	51	200	
Divine Grass Crest Shield	52	63	0	0	E	E	D	95	42	70	50	51	200	100
Divine Grass Crest Shield+5	65	79	0	0	E	E	D	95	42	70	50	51	200	
Div. Grass Crest Shield+10	84	102	0	0	E	E	D	95	42	70	50	51	200	
Fire Grass Crest Shield	77	0	77	0	–	–	–	95	42	70	50	51	200	50
Fire Grass Crest Shield+5	96	0	96	0	–	–	–	95	42	77	50	51	200	
Fire Grass Crest Shield+10	124	0	124	0	–	–	–	95	42	84	50	51	200	

Hollow Soldier Shield



Type Strike | **Weight** 3.5 | **Upgrade** 200

Stability 60 | **Durability** 250

Acquired from Undead Soldier (Spear) (A), Undead Soldier (Sword) (A)

11	0	0	0
100	30	75	50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Hollow Soldier Shield	66	0	0	0	D	–	–	100	30	75	50	60	250	50
Hollow Soldier Shield+5	82	0	0	0	D	–	–	100	30	75	50	69	250	
Hollow Soldier Shield+10	102	0	0	0	D	–	–	100	30	75	50	78	250	
Hollow Soldier Shield+15	132	0	0	0	D	–	–	100	30	75	50	85	250	
Crys. Hollow Soldier Shield	102	0	0	0	D	–	–	100	30	75	50	78	25	1
Crys. Hollow Sldr. Shield+5	132	0	0	0	D	–	–	100	30	75	50	84	25	
Ltng. Hollow Soldier Shield	102	0	0	102	–	–	–	100	30	75	56	60	250	500
Ltng. Hollow Sldr. Shield+5	132	0	0	132	–	–	–	100	30	75	60	60	250	
Magic Hollow Soldier Shield	62	67	0	0	E	E	D	100	30	75	50	60	250	50
Magic Hollow Sldr. Shield+5	77	83	0	0	E	E	D	100	33	75	50	60	250	
Mag. Hollow Sldr. Shield+10	100	108	0	0	E	E	D	100	36	75	50	60	250	
Div. Hollow Soldier Shield	56	67	0	0	E	E	D	100	30	75	50	60	250	100
Div. Hollow Sldr. Shield+5	69	83	0	0	E	E	D	100	30	75	50	60	250	
Div. Hollow Sldr. Shield+10	90	108	0	0	E	E	D	100	30	75	50	60	250	
Fire Hollow Soldier Shield	82	0	82	0	–	–	–	100	30	75	50	60	250	50
Fire Hollow Sldr. Shield+5	102	0	102	0	–	–	–	100	30	82	50	60	250	
Fire Hollow Sldr. Shield+10	132	0	132	0	–	–	–	100	30	90	50	60	250	

Balder Shield



Type Strike | **Weight** 4 | **Upgrade** 200

Stability 66 | **Durability** 220

Acquired from Crestfallen Merchant 4000 Souls, Elite Undead Guard (Sword) (A), Elite Undead Guard (Rapier) (A) [Sen's Fortress], Elite Undead Archer (A) [Sen's Fortress]

12	0	0	0
100	20	60	50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Balder Shield	66	0	0	0	D	–	–	100	20	60	50	66	220	50
Balder Shield+5	82	0	0	0	D	–	–	100	20	60	50	69	220	
Balder Shield+10	102	0	0	0	D	–	–	100	20	60	50	73	220	
Balder Shield+15	132	0	0	0	D	–	–	100	20	60	50	79	220	
Crystal Balder Shield	102	0	0	0	D	–	–	100	20	60	50	79	22	1
Crystal Balder Shield+5	132	0	0	0	D	–	–	100	20	60	50	85	22	
Lightning Balder Shield	102	0	0	102	–	–	–	100	20	60	56	66	220	500
Lightning Balder Shield+5	132	0	0	132	–	–	–	100	20	60	60	66	220	



	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Magic Balder Shield	62	67	0	0	E	E	D	100	20	60	50	66	220	50
Magic Balder Shield+5	77	83	0	0	E	E	D	100	22	60	50	66	220	
Magic Balder Shield+10	100	108	0	0	E	E	D	100	24	60	50	66	220	
Divine Balder Shield	56	67	0	0	E	E	D	100	20	60	50	66	220	100
Divine Balder Shield+5	69	83	0	0	E	E	D	100	20	60	50	66	220	
Divine Balder Shield+10	90	108	0	0	E	E	D	100	20	60	50	66	220	
Fire Balder Shield	82	0	82	0	–	–	–	100	20	60	50	66	220	50
Fire Balder Shield+5	102	0	102	0	–	–	–	100	20	69	50	66	220	
Fire Balder Shield+10	132	0	132	0	–	–	–	100	20	78	50	66	220	

Crest Shield



Type Strike | **Weight** 3 | **Upgrade** 2000 + Twinkling Titanite

Stability 55 | **Durability** 300

Acquired from Drop: Knight of Astora, Oscar (Hollow)

10 0 0 0

100 80 55 45

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Crest Shield	62	0	0	0	D	–	–	100	80	55	45	55	300	100
Crest Shield+5	77	0	0	0	D	–	–	100	80	55	45	66	300	

Dragon Crest Shield



Type Strike | **Weight** 3 | **Upgrade** 2000 + Twinkling Titanite

Stability 55 | **Durability** 300

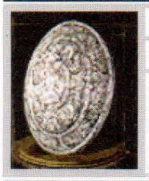
Acquired from Valley of Drakes/New Londo Ruins (1)

10 0 0 0

100 20 85 45

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Dragon Crest Shield	62	0	0	0	D	–	–	100	20	85	45	55	300	100
Dragon Crest Shield+5	77	0	0	0	D	–	–	100	20	85	45	66	300	

Iron Round Shield



Type Strike | **Weight** 5 | **Upgrade** 200

Stability 52 | **Durability** 280

Acquired from Drop: Shiva of the East

14 0 0 0

100 30 72 46

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Iron Round Shield	68	0	0	0	D	–	–	100	30	72	46	52	280	50
Iron Round Shield+5	85	0	0	0	D	–	–	100	30	72	46	59	280	
Iron Round Shield+10	105	0	0	0	D	–	–	100	30	72	46	67	280	
Iron Round Shield+15	136	0	0	0	D	–	–	100	30	72	46	73	280	
Crystal Iron Round Shield	105	0	0	0	D	–	–	100	30	72	46	67	28	1
Crystal Iron Round Shield+5	136	0	0	0	D	–	–	100	30	72	46	72	28	
Lightning Iron Round Shield	105	0	0	105	–	–	–	100	30	72	51.5	52	280	500
Ltng. Iron Round Shield+5	136	0	0	136	–	–	–	100	30	72	55.2	52	280	
Magic Iron Round Shield	63	68	0	0	E	E	D	100	30	72	46	52	280	50
Magic Iron Round Shield+5	79	85	0	0	E	E	D	100	33	72	46	52	280	
Magic Iron Round Shield+10	102	110	0	0	E	E	D	100	36	72	46	52	280	
Divine Iron Round Shield	57	70	0	0	E	E	D	100	30	72	46	52	280	100
Divine Iron Round Shield+5	71	86	0	0	E	E	D	100	30	72	46	52	280	
Divine Iron Round Shield+10	92	112	0	0	E	E	D	100	30	72	46	52	280	
Fire Iron Round Shield	85	0	85	0	–	–	–	100	30	72	46	52	280	50
Fire Iron Round Shield+5	105	0	105	0	–	–	–	100	30	79.2	46	52	280	
Fire Iron Round Shield+10	136	0	136	0	–	–	–	100	30	86.4	46	52	280	

Spider Shield



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 56 | **Durability** 230

Acquired from Bandit (default), Depths (1), Valley of Drakes/New Londo Ruins (1)

10 0 0 0

100 30 72 48

Note Raises Poison resistance by 100 points

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Spider Shield	62	0	0	0	D	–	–	100	30	72	48	56	230	50
Spider Shield+5	77	0	0	0	D	–	–	100	30	72	48	64	230	
Spider Shield+10	96	0	0	0	D	–	–	100	30	72	48	72	230	
Spider Shield+15	124	0	0	0	D	–	–	100	30	72	48	79	230	
Crystal Spider Shield	96	0	0	0	D	–	–	100	30	72	48	72	23	1
Crystal Spider Shield+5	124	0	0	0	D	–	–	100	30	72	48	78	23	
Lightning Spider Shield	96	0	0	96	–	–	–	100	30	72	53.8	56	230	500
Lightning Spider Shield+5	124	0	0	124	–	–	–	100	30	72	57.6	56	230	
Magic Spider Shield	58	62	0	0	E	E	D	100	30	72	48	56	230	50
Magic Spider Shield+5	72	77	0	0	E	E	D	100	33	72	48	56	230	
Magic Spider Shield+10	94	100	0	0	E	E	D	100	36	72	48	56	230	
Divine Spider Shield	52	63	0	0	E	E	D	100	30	72	48	56	230	100
Divine Spider Shield+5	65	79	0	0	E	E	D	100	30	72	48	56	230	
Divine Spider Shield+10	84	102	0	0	E	E	D	100	30	72	48	56	230	
Fire Spider Shield	77	0	77	0	–	–	–	100	30	72	48	56	230	50
Fire Spider Shield+5	96	0	96	0	–	–	–	100	30	79.2	48	56	230	
Fire Spider Shield+10	124	0	124	0	–	–	–	100	30	86.4	48	56	230	

Spiked Shield



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 48 | **Durability** 160

Acquired from Drop: Knight of Thorns, Kirk

10 12 0 0

90 28 69 40

Note Parry is replaced by a thrust attack. Bleed build-up is 33 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Spiked Shield	78	0	0	0	D	C	–	90	28	69	40	48	160	50
Spiked Shield+5	117	0	0	0	D	C	–	90	28	69	40	48	160	
Spiked Shield+10	156	0	0	0	D	C	–	90	28	69	40	48	160	
Spiked Shield+15	195	0	0	0	D	C	–	90	28	69	40	48	160	
Crystal Spiked Shield	171	0	0	0	D	C	–	90	28	69	40	48	16	1
Crystal Spiked Shield+5	210	0	0	0	D	C	–	90	28	69	40	48	16	
Lightning Spiked Shield	156	0	0	156	–	–	–	90	28	69	40	48	160	500
Lightning Spiked Shield+5	214	0	0	218	–	–	–	90	28	69	56	48	160	
Magic Spiked Shield	88	94	0	0	E	E	C	90	28	69	40	48	160	50
Magic Spiked Shield+5	118	126	0	0	E	E	C	90	28	69	40	48	160	
Magic Spiked Shield+10	147	157	0	0	E	E	C	90	28	69	40	48	160	
Divine Spiked Shield	79	96	0	0	E	E	C	90	28	69	40	48	160	100
Divine Spiked Shield+5	106	128	0	0	E	E	C	90	28	69	40	48	160	
Divine Spiked Shield+10	132	160	0	0	E	E	C	90	28	69	40	48	160	
Fire Spiked Shield	117	0	117	0	–	–	–	90	28	69	40	48	160	50
Fire Spiked Shield+5	156	0	156	0	–	–	–	90	28	72.4	40	48	160	
Fire Spiked Shield+10	218	0	218	0	–	–	–	90	28	75.9	40	48	160	

Crystal Shield



Type Strike | **Weight** 5 | **Upgrade** –

Stability 60 | **Durability** 250

Acquired from Domnhall of Zena 4000 Souls

14 0 0 0

100 60 80 80

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Crystal Shield	70	0	0	0	D	–		100	60	80	80	60	250	1

Sunlight Shield



Type Strike | **Weight** 4 | **Upgrade** 200

Stability 60 | **Durability** 280

Acquired from Drop: Solaire of Astora

12 0 0 0

100 30 75 50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Sunlight Shield	64	0	0	0	D	–	–	100	30	75	50	60	280	50
Sunlight Shield+5	80	0	0	0	D	–	–	100	30	75	50	69	280	
Sunlight Shield+10	99	0	0	0	D	–	–	100	30	75	50	78	280	
Sunlight Shield+15	128	0	0	0	D	–	–	100	30	75	50	85	280	
Crystal Sunlight Shield	99	0	0	0	D	–	–	100	30	75	50	78	28	1
Crystal Sunlight Shield+5	128	0	0	0	D	–	–	100	30	75	50	84	28	
Lightning Sunlight Shield	99	0	0	99	–	–	–	100	30	75	56	60	280	500
Lightning Sunlight Shield+5	128	0	0	128	–	–	–	100	30	75	60	60	280	
Magic Sunlight Shield	60	65	0	0	E	E	D	100	30	75	50	60	280	50
Magic Sunlight Shield+5	74	80	0	0	E	E	D	100	33	75	50	60	280	
Magic Sunlight Shield+10	96	104	0	0	E	E	D	100	36	75	50	60	280	
Divine Sunlight Shield	53	66	0	0	E	E	D	100	30	75	50	60	280	100
Divine Sunlight Shield+5	66	82	0	0	E	E	D	100	30	75	50	60	280	
Divine Sunlight Shield+10	86	106	0	0	E	E	D	100	30	75	50	60	280	
Fire Sunlight Shield	80	0	80	0	–	–	–	100	30	75	50	60	280	50
Fire Sunlight Shield+5	99	0	99	0	–	–	–	100	30	82.5	50	60	280	
Fire Sunlight Shield+10	128	0	128	0	–	–	–	100	30	90	50	60	280	

Silver Knight Shield



Type Strike | **Weight** 5 | **Upgrade** 2000 + Twinkling Titanite

Stability 64 | **Durability** 250

Acquired from Silver Knight (Spear) (A), Silver Knight (Sword) (A)

14 0 0 0

100 40 75 65

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Silver Knight Shield	66	0	0	0	D	–	–	100	40	75	65	64	250	100
Silver Knight Shield+5	82	0	0	0	D	–	–	100	40	75	65	83	250	

Black Knight Shield



Type Strike | **Weight** 6 | **Upgrade** 2000 + Twinkling Titanite

Stability 62 | **Durability** 250

Acquired from Black Knight (Axe) (B), Black Knight (Greatsword) (B), Black Knight (Spear) (B), Black Knight (Sword) (B)

16 0 0 0

100 25 95 65

	Attack Values				Parameter B.			Damage Reduction						Frampt Souls
Black Knight Shield	68	0	0	0	D	–	–	100	25	95	65	62	250	100
Black Knight Shield+5	85	0	0	0	D	–	–	100	25	95	65	74	250	

Pierce Shield



Type Thrust | **Weight** 3,5 | **Upgrade** 200

Stability 49 | **Durability** 180

Acquired from Event: Siegmeyer of Catarina

11 14 0 0

95 30 70 34

Note Parry is replaced by a thrust attack

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Pierce Shield	82	0	0	0	D	C	–	95	30	70	34	49	180	50
Pierce Shield+5	123	0	0	0	D	C	–	95	30	70	34	49	180	
Pierce Shield+10	164	0	0	0	D	C	–	95	30	70	34	49	180	

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Pierce Shield+15	205	0	0	0	D	C	–	95	30	70	34	49	180	
Crystal Pierce Shield	180	0	0	0	D	C	–	95	30	70	34	49	18	1
Crystal Pierce Shield+5	221	0	0	0	D	C	–	95	30	70	34	49	18	
Lightning Pierce Shield	164	0	0	164	–	–	–	95	30	70	34	49	180	500
Lightning Pierce Shield+5	225	0	0	229	–	–	–	95	30	70	47.6	49	180	
Magic Pierce Shield	93	100	0	0	E	E	C	95	30	70	34	49	180	50
Magic Pierce Shield+5	124	134	0	0	E	E	C	95	30	70	34	49	180	
Magic Pierce Shield+10	155	167	0	0	E	E	C	95	30	70	34	49	180	
Divine Pierce Shield	82	102	0	0	E	E	C	95	30	70	34	49	180	100
Divine Pierce Shield+5	110	136	0	0	E	E	C	95	30	70	34	49	180	
Divine Pierce Shield+10	137	170	0	0	E	E	C	95	30	70	34	49	180	
Fire Pierce Shield	123	0	123	0	–	–	–	95	30	70	34	49	180	50
Fire Pierce Shield+5	164	0	164	0	–	–	–	95	30	73.5	34	49	180	
Fire Pierce Shield+10	229	0	229	0	–	–	–	95	30	77	34	49	180	

Caduceus Kite Shield



Type Strike | **Weight** 3 | **Upgrade** 200

Stability 58 | **Durability** 250

Acquired from Andre of Astora 1000 Souls, Undead Crystal Soldier (Sword) (A)

10	0	0	0
100	30	70	50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Caduceus Kite Shield	64	0	0	0	D	–	–	100	30	70	50	58	250	50
Caduceus Kite Shield+5	80	0	0	0	D	–	–	100	30	70	50	66	250	
Caduceus Kite Shield+10	99	0	0	0	D	–	–	100	30	70	50	75	250	
Caduceus Kite Shield+15	128	0	0	0	D	–	–	100	30	70	50	82	250	
Crys. Caduceus Kite Shield	99	0	0	0	D	–	–	100	30	70	50	75	25	1
Crys. Cad. Kite Shield+5	128	0	0	0	D	–	–	100	30	70	50	81	25	
Ltng. Caduceus Kite Shield	99	0	0	99	–	–	–	100	30	70	56	58	250	500
Ltng. Cad. Kite Shield+5	128	0	0	128	–	–	–	100	30	70	60	58	250	
Magic Caduceus Kite Shield	60	65	0	0	E	E	D	100	30	70	50	58	250	50
Magic Cad. Kite Shield+5	74	80	0	0	E	E	D	100	33	70	50	58	250	
Magic Cad. Kite Shield+10	96	104	0	0	E	E	D	100	36	70	50	58	250	

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Divine Caduceus Kite Shield	53	66	0	0	E	E	D	100	30	70	50	58	250	100
Div. Caduceus Kite Shield+5	66	82	0	0	E	E	D	100	30	70	50	58	250	
Div. Cad. Kite Shield+10	86	106	0	0	E	E	D	100	30	70	50	58	250	
Fire Caduceus Kite Shield	80	0	80	0	–	–	–	100	30	70	50	58	250	50
Fire Caduceus Kite Shield+5	99	0	99	0	–	–	–	100	30	77	50	58	250	
Fire Cad. Kite Shield+10	128	0	128	0	–	–	–	100	30	84	50	58	250	

Gargoyle's Shield



Type Strike | **Weight** 4 | **Upgrade** 200

Stability 56 | **Durability** 300

Acquired from Bell Gargoyle (A), Gargoyle (A)

12	0	0	0
85	40	75	70

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Gargoyle's Shield	62	0	0	0	D	–	–	85	40	75	70	56	300	50
Gargoyle's Shield+5	77	0	0	0	D	–	–	85	40	75	70	64	300	
Gargoyle's Shield+10	96	0	0	0	D	–	–	85	40	75	70	72	300	
Gargoyle's Shield+15	124	0	0	0	D	–	–	85	40	75	70	79	300	
Crystal Gargoyle's Shield	96	0	0	0	D	–	–	85	40	75	70	72	30	1
Crystal Gargoyle's Shield+5	124	0	0	0	D	–	–	85	40	75	70	78	30	
Lightning Gargoyle's Shield	96	0	0	96	–	–	–	85	40	75	78.4	56	300	500
Ltng. Gargoyle's Shield+5	124	0	0	124	–	–	–	85	40	75	84	56	300	
Magic Gargoyle's Shield	58	62	0	0	E	E	D	85	40	75	70	56	300	50
Magic Gargoyle's Shield+5	72	77	0	0	E	E	D	85	44	75	70	56	300	
Magic Gargoyle's Shield+10	94	100	0	0	E	E	D	85	48	75	70	56	300	
Divine Gargoyle's Shield	52	63	0	0	E	E	D	85	40	75	70	56	300	100
Divine Gargoyle's Shield+5	65	79	0	0	E	E	D	85	40	75	70	56	300	
Divine Gargoyle's Shield+10	84	102	0	0	E	E	D	85	40	75	70	56	300	
Fire Gargoyle's Shield	77	0	77	0	–	–	–	85	40	75	70	56	300	50
Fire Gargoyle's Shield+5	96	0	96	0	–	–	–	85	40	82.5	70	56	300	
Fire Gargoyle's Shield+10	124	0	124	0	–	–	–	85	40	90	70	56	300	

Greatshield

Greatshields offer the highest levels of protection amongst the shield classes, both in terms of damage reduction, and stamina reduction while blocking, thanks to its high Stability level. The extra level of protection these shields provide, does come at a price, however, and because of their sheer weight, you are unable to parry with them. Instead of a parry, you will perform a bashing move, throwing the full weight of the shield into your opponent. This attack does only marginal damage and its main use is to try and break the guard of a blocking opponent. The weight of these shields also makes them difficult to carry without incurring significant movement penalties, unless you have raised your Equip Load high enough to cope.

Eagle Shield



Type Strike | **Weight** 6 | **Upgrade** 800

Stability 70 | **Durability** 300

Acquired from Blighttown/Quelaag's Domain (1)

16	0	0	0
100	55	45	75

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Eagle Shield	62	0	0	0	D	–	–	100	55	45	75	70	300	50
Eagle Shield+5	77	0	0	0	D	–	–	100	55	45	75	73	300	
Eagle Shield+10	96	0	0	0	D	–	–	100	55	45	75	78	300	
Eagle Shield+15	124	0	0	0	D	–	–	100	55	45	75	84	300	
Crystal Eagle Shield	96	0	0	0	D	–	–	100	55	45	75	84	30	1
Crystal Eagle Shield+5	124	0	0	0	D	–	–	100	55	45	75	91	30	
Lightning Eagle Shield	96	0	0	96	–	–	–	100	55	45	75	70	300	500
Lightning Eagle Shield+5	124	0	0	124	–	–	–	100	55	45	75	70	300	
Magic Eagle Shield	58	62	0	0	E	E	D	100	55	45	75	70	300	50
Magic Eagle Shield+5	72	77	0	0	E	E	D	100	60.5	45	75	70	300	
Magic Eagle Shield+10	94	100	0	0	E	E	D	100	66	45	75	70	300	
Divine Eagle Shield	52	63	0	0	E	E	D	100	55	45	75	70	300	100
Divine Eagle Shield+5	65	79	0	0	E	E	D	100	55	45	75	70	300	
Divine Eagle Shield+10	84	102	0	0	E	E	D	100	55	45	75	70	300	
Fire Eagle Shield	77	0	77	0	–	–	–	100	55	45	75	70	300	50
Fire Eagle Shield+5	96	0	96	0	–	–	–	100	55	49.5	75	70	300	
Fire Eagle Shield+10	124	0	124	0	–	–	–	100	55	54	75	70	300	

Tower Shield



Type Strike | **Weight** 13 | **Upgrade** 800

Stability 72 | **Durability** 300

Acquired from Crestfallen Merchant 8000 Souls, Heavy Knight (Mace) (A), Heavy Knight (Sword) (A)

30 0 0 0

100 40 75 50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Tower Shield	80	0	0	0	D	–	–	100	40	75	50	72	300	50
Tower Shield+5	100	0	0	0	D	–	–	100	40	75	50	75	300	
Tower Shield+10	124	0	0	0	D	–	–	100	40	75	50	80	300	
Tower Shield+15	160	0	0	0	D	–	–	100	40	75	50	86	300	
Crystal Tower Shield	124	0	0	0	D	–	–	100	40	75	50	86	30	1
Crystal Tower Shield+5	160	0	0	0	D	–	–	100	40	75	50	93	30	
Lightning Tower Shield	124	0	0	124	–	–	–	100	40	75	50	72	300	500
Lightning Tower Shield+5	160	0	0	160	–	–	–	100	40	75	50	72	300	
Magic Tower Shield	75	81	0	0	E	E	D	100	40	75	50	72	300	50
Magic Tower Shield+5	93	100	0	0	E	E	D	100	44	75	50	72	300	
Magic Tower Shield+10	120	130	0	0	E	E	D	100	48	75	50	72	300	
Divine Tower Shield	67	82	0	0	E	E	D	100	40	75	50	72	300	100
Divine Tower Shield+5	83	102	0	0	E	E	D	100	40	75	50	72	300	
Divine Tower Shield+10	108	132	0	0	E	E	D	100	40	75	50	72	300	
Fire Tower Shield	100	0	100	0	–	–	–	100	40	75	50	72	300	50
Fire Tower Shield+5	124	0	124	0	–	–	–	100	40	75	50	72	300	
Fire Tower Shield+10	160	0	160	0	–	–	–	100	40	75	50	72	300	

Giant Shield



Type Strike | **Weight** 18 | **Upgrade** 800

Stability 68 | **Durability** 300

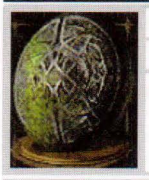
Acquired from Giant Blacksmith 10000 Souls, Sentinel (Normal) (A), Sentinel (Royal) (A)

36 0 0 0

100 60 75 75

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Giant Shield	80	0	0	0	D	–	–	100	60	75	75	68	300	50
Giant Shield+5	100	0	0	0	D	–	–	100	60	75	75	71	300	
Giant Shield+10	124	0	0	0	D	–	–	100	60	75	75	76	300	
Giant Shield+15	160	0	0	0	D	–	–	100	60	75	75	81	300	
Crystal Giant Shield	124	0	0	0	D	–	–	100	60	75	75	81	30	1
Crystal Giant Shield+5	160	0	0	0	D	–	–	100	60	75	75	88	30	
Lightning Giant Shield	124	0	0	124	–	–	–	100	60	75	75	68	300	500
Lightning Giant Shield+5	160	0	0	160	–	–	–	100	60	75	75	68	300	
Magic Giant Shield	75	81	0	0	E	E	D	100	60	75	75	68	300	50
Magic Giant Shield+5	93	100	0	0	E	E	D	100	66	75	75	68	300	
Magic Giant Shield+10	120	130	0	0	E	E	D	100	72	75	75	68	300	
Divine Giant Shield	67	82	0	0	E	E	D	100	60	75	75	68	300	100
Divine Giant Shield+5	83	102	0	0	E	E	D	100	60	75	75	68	300	
Divine Giant Shield+10	108	132	0	0	E	E	D	100	60	75	75	68	300	
Fire Giant Shield	100	0	100	0	–	–	–	100	60	75	75	68	300	50
Fire Giant Shield+5	124	0	124	0	–	–	–	100	60	75	75	68	300	
Fire Giant Shield+10	160	0	160	0	–	–	–	100	60	75	75	68	300	

Stone Greatshield



Type Strike | **Weight** 20 | **Upgrade** 2000 + Twinkling Titanite

Stability 80 | **Durability** 400

Acquired from Great Stone Knight (A)

38 0 0 0

100 80 75 65

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Stone Greatshield	82	0	0	0	D	–	–	100	80	75	65	80	400	100
Stone Greatshield+5	102	0	0	0	D	–	–	100	80	75	65	80	400	

Havel's Greatshield



Type Strike | **Weight** 26 | **Upgrade** 2000 + Twinkling Titanite

Stability 84 | **Durability** 500

Acquired from Anor Londo (1)

50 0 0 0

100 90 80 80

Note Shield Bash is replaced by a unique spell that coats the wielders body in stone, greatly increasing defense

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Havel's Greatshield	84	0	0	0	D	–	–	100	90	80	80	84	500	1000
Havel's Greatshield+5	105	0	0	0	D	–	–	100	90	80	80	84	500	

Greatshield of Artorias



Type Strike | **Weight** 16 | **Upgrade** 5000 + Demon Titanite

Stability 88 | **Durability** 600

Acquired from Ascension only

34 0 0 0

100 50 80 40

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Greatshield of Artorias	80	0	0	0	D	–	–	100	50	80	40	88	600	50

Bonewheel Shield



Type Strike | **Weight** 12 | **Upgrade** 800

Stability 66 | **Durability** 200

Acquired from Wheel Skeleton (A)

30 0 0 0

90 30 30 51

Note Shield Bash is replaced by a triple hitting shield spin attack

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Bonewheel Shield	80	0	0	0	D	–	–	90	30	30	51	66	200	50
Bonewheel Shield+5	120	0	0	0	D	–	–	90	30	30	51	66	200	
Bonewheel Shield+10	160	0	0	0	D	–	–	90	30	30	51	66	200	
Bonewheel Shield+14	192	0	0	0	D	–	–	90	30	30	51	66	200	
Crystal Bonewheel Shield	176	0	0	0	D	–	–	90	30	30	51	66	20	1
Lightning Bonewheel Shield	160	0	0	160	–	–	–	90	30	30	51	66	200	500
Magic Bonewheel Shield	90	97	0	0	E	E	D	90	30	30	51	66	200	50
Divine Bonewheel Shield	81	99	0	0	E	E	D	90	30	30	51	66	200	100
Fire Bonewheel Shield	120	0	120	0	–	–	–	90	30	30	51	66	200	50

Black Iron Greatshield



Type Strike | **Weight** 16 | **Upgrade** 800

Stability 71 | **Durability** 230

Acquired from Anor Londo (1)

34 0 0 0

100 40 90 50

	Attack Values				Parameter B.			Damage Reduction				Stb. Dur.		Frampt Souls
Black Iron Greatshield	80	0	0	0	D	–	–	100	40	90	50	71	230	50
Crys. Black Iron Grtshld.	124	0	0	0	D	–	–	100	40	90	50	85	23	1
Ltng. Black Iron Grtshld.	124	0	0	124	–	–	–	100	40	90	50	71	230	500
Mag. Black Iron Grtshld.	75	81	0	0	E	E	D	100	40	90	50	71	230	50
Div. Black Iron Greatshield	67	82	0	0	E	E	D	100	40	90	50	71	230	100
Fire Black Iron Greatshield	100	0	100	0	–	–	–	100	40	90	50	71	230	50

Arrows & Bolts

Equally important to which kind of Bow or Crossbow you decide to use is the type of Arrow or Bolt you decide to use with it. You can equip up to two of each kind in your inventory, which allows you to switch between them quickly while you are playing by pressing either L2/LT or R2/RT. The effects of the arrows and blots themselves vary greatly, from ones having increased range, to others that can inflict status effects. Matching the right weapon, with a type of Arrow or Bolt, will allow you to get the maximum benefit out of each of them. For example, if you choose a Bow which has more range than a traditional Bow, and then equip a type of Arrow that can travel further than normal Arrows, you will get a much larger increase to your potential range.

Standard Arrow



Type Thrust

Acquired from Hunter (default), Undead Merchant (male) 10 Souls (S1), Crestfallen Burnice 10 Souls (S2)

						Frampt Souls
Attack Value	45	0	0	0	100	5

Large Arrow



Type Thrust

Acquired from Undead Merchant (male) 50 Souls (S1), Crestfallen Burnice 50 Souls (S2), The Abyss/New Rondo Ruins (16)

						Frampt Souls
Attack Value	60	0	0	0	100	5

Feather Arrow



Type Thrust

Acquired from Crestfallen Burnice 100 Souls (S2), Darkroot Garden (16)

						Frampt Souls
Attack Value	50	0	0	0	100	5

Fire Arrow



Type Thrust

Acquired from Undead Merchant (female) 100 Souls (S1)

						Frampt Souls
Attack Value	35	0	50	0	100	5

Standard Bolt



Type Thrust

Acquired from Undead Merchant (male) 30 Souls (S1), Crestfallen Burnice 30 Souls (S2), Undead Burg/Undead Parish (16)

						Frampt Souls
Attack Value	48	0	0	0	100	5

Heavy Bolt



Type Thrust

Acquired from Undead Merchant (male) 100 Souls (S1), Crestfallen Burnice 100 Souls (S2), Depths (11)

						Frampt Souls
Attack Value	64	0	0	0	100	5

Poison Arrow



Type Thrust

Acquired from Undead Merchant (female) 100 Souls (S1)

						Frampt Souls
Attack Value	42	0	0	0	100	5

Moonlight Arrow



Type Thrust

Acquired from Giant Blacksmith 500 Souls (S3)

						Frampt Souls
Attack Value	0	80	0	0	100	5

Wooden Arrow



Type Thrust

Acquired from Undead Merchant (male) 3 Souls (S1)

						Frampt Souls
Attack Value	35	0	0	0	100	3

Dragonslayer Arrow



Type Thrust

Acquired from Giant Blacksmith 500 Souls (S3), White Knight (Greatbow) (D1%), Anor Londo (1)

						Frampt Souls
Attack Value	100	0	0	0	100	5

Sniper Bolt



Type Thrust

Acquired from Crestfallen Burnice 250 Souls (S2), Sen's Fortress (12)

						Frampt Souls
Attack Value	53	0	0	0	100	5

Wood Bolt



Type Thrust

Acquired from Undead Merchant (male) 10 Souls (S1)

						Frampt Souls
Attack Value	38	0	0	0	100	5

Lightning Bolt



Type Thrust

Acquired from Giant Blacksmith 700 Souls (S3)

						Frampt Souls
Attack Value	38	0	0	78	100	5

ARMOR

Other than your weapon, the armor you choose to wear will be one of the main factors in helping you survive Dark Souls. Like with weapons, there are many different types of armor, all with their own benefits and downsides to contend with, and finding the one that best suits your playstyle is an extremely important process. The main factors you need to take into consideration are the type of defense the armor has, as well as its weight. While all armor offers some protection to every kind of damage, many of them can provide additional defense to specific types of damage, which can help you get through different areas of the game.

For instance, when you go into an area like Blighttown, where the likelihood of getting Poisoned is quite high, changing your armor to one with a very high Poison Resistance is worthwhile, even at the sacrifice of other stats. The weight concern is more of a general issue that will have a direct impact on how you play the game. The big armors that offer the highest levels of protection are all also extremely heavy, which means you will need to have high endurance and strength to even wear them. Even after that they are likely to have a big impact on your movement speed, which makes them better suited to players that like to stand there and fight, rather than evade.

Similarly, classes that do not naturally put a lot of points into endurance, will want to stay clear of these armors and go for something lighter so they can maximize their movement speed. There are no bonuses for wearing a complete set of one armor type, so you are free to mix and match pieces as you see fit, either for aesthetic or more practical gameplay related reasons. By mixing pieces of armor you can often find a balance between dense and weight, where you may wear a slightly heavier piece for your Torso, and then lighter elements in other areas to balance it out.



WARRIOR SET

Armor	Durability	Weight	Frampt Souls	Acquired from												
Standard Helm	250	3.5	100	Warrior (default), Depths (1)	14	8	16	14	8	8	3	5	9	8	0
Standard Helm +5	250	3.5			22	12	25	22	13	13	5	5	10	9	0
Standard Helm +10	250	3.5			34	19	39	34	19	19	7	5	13	11	0
Hard Leather Armor	250	5.9	100	Warrior (default), Depths (1)	28	30	28	28	20	27	23	0	23	20	0
Hard Leather Armor +5	250	5.9			44	46	44	44	31	42	36	0	25	22	0
Hard Leather Armor +10	250	5.9			68	72	68	68	48	65	56	0	32	28	0
Hard Leather Gauntlets	250	3.5	100	Warrior (default), Depths (1)	17	18	17	17	12	16	13	0	14	12	0
Hard Leather Gauntlets +5	250	3.5			27	28	27	27	19	25	20	0	15	13	0
Hard Leather Gauntlets +10	250	3.5			41	44	41	41	29	39	32	0	20	17	0
Hard Leather Boots	250	3.5	100	Warrior (default), Depths (1)	17	18	17	17	12	16	13	0	14	12	0
Hard Leather Boots +5	250	3.5			27	28	27	27	19	25	20	0	15	13	0
Hard Leather Boots +10	250	3.5			41	44	41	41	29	39	32	0	20	17	0

KNIGHT SET

Armor	Durability	Weight	Frampt Souls	Acquired from											
Knight Helm	400	4.2	100	Knight (default), Darkroot Garden/Basin (1)	14	13	16	14	8	9	5	8	9	6	0
Knight Helm +5	400	4.2			22	21	25	21	13	14	8	8	10	7	0
Knight Helm +10	400	4.2			34	32	39	33	20	22	12	8	13	8	0
Knight Armor	400	10.9	100	Knight (default), Darkroot Garden/Basin (1)	37	35	43	36	22	25	13	20	23	16	0
Knight Armor +5	400	10.9			58	55	67	57	34	39	20	20	25	18	0
Knight Armor +10	400	10.9			90	85	104	88	53	61	32	20	32	22	0
Knight Gauntlets	400	3.5	100	Knight (default), Darkroot Garden/Basin (1)	12	11	14	12	7	8	4	6	8	5	0
Knight Gauntlets +5	400	3.5			19	18	22	18	11	13	6	6	9	8	0
Knight Gauntlets +10	400	3.5			29	28	34	29	17	19	10	6	11	7	0
Knight Leggings	400	6.4	100	Knight (default), Darkroot Garden/Basin (1)	22	21	26	22	13	14	8	12	14	9	0
Knight Leggings +5	400	6.4			34	33	40	34	20	22	13	12	15	10	0
Knight Leggings +10	400	6.4			53	51	62	52	32	34	19	12	20	13	0



WANDERER SET

Armor	Durability	Weight	Frampt Souls	Acquired from											
Wanderer Hood	400	1.4	100	Wanderer (default), Blighttown/Quelaag's Domain (1)	9	10	10	9	8	10	9	0	8	8	0
Wanderer Hood +5	400	1.4			14	15	15	14	13	16	14	0	9	9	0
Wanderer Hood +10	400	1.4			22	23	23	22	19	24	22	0	11	11	0
Wanderer Coat	400	3.5	100	Wanderer (default), Blighttown/Quelaag's Domain (1)	23	25	25	23	21	26	23	0	21	21	0
Wanderer Coat +5	400	3.5			36	38	38	36	33	41	36	0	23	23	0
Wanderer Coat +10	400	3.5			56	60	60	56	51	63	56	0	29	29	0
Wanderer Manchette	400	2.1	100	Wanderer (default), Blighttown/Quelaag's Domain (1)	14	15	15	14	12	15	13	0	13	13	0
Wanderer Manchette +5	400	2.1			22	23	23	22	19	23	20	0	14	14	0
Wanderer Manchette +10	400	2.1			34	36	36	34	29	36	32	0	18	18	0
Wanderer Boots	400	2.1	100	Wanderer (default), Blighttown/Quelaag's Domain (1)	14	15	15	14	12	15	13	0	13	13	0
Wanderer Boots +5	400	2.1			22	23	23	22	19	23	20	0	14	14	0
Wanderer Boots +10	400	2.1			34	36	36	34	29	36	32	0	18	18	0





Thief Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Thief Mask	250	1.2	100	Thief (default), Undead Burg/ Undead Parish (1)	9	10	9	9	8	5	6	0	9	12	0
Thief Mask +5	250	1.2			14	15	14	14	13	8	9	0	10	13	0
Thief Mask +10	250	1.2			22	23	22	22	19	12	15	0	13	17	0
Black Leather Armor	250	3.1	100	Thief (default), Undead Burg/ Undead Parish (1)	23	25	23	23	20	14	16	0	23	31	0
Black Leather Armor +5	250	3.1			36	38	36	36	31	22	25	0	25	34	0
Black Leather Armor +10	250	3.1			56	60	56	56	48	34	39	0	32	43	0
Black Leather Gloves	250	1.8	100	Thief (default), Undead Burg/ Undead Parish (1)	13	14	13	13	12	8	9	0	14	18	0
Black Leather Gloves +5	250	1.8			20	22	20	20	19	13	14	0	15	20	0
Black Leather Gloves +10	250	1.8			32	34	32	32	29	19	22	0	20	25	0
Black Leather Boots	250	3	100	Thief (default), Undead Burg/ Undead Parish (1)	22	24	22	22	19	13	15	0	23	31	0
Black Leather Boots +5	250	3			34	37	34	34	30	20	23	0	25	34	0
Black Leather Boots +10	250	3			53	57	53	53	46	32	36	0	32	43	0



Bandit Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Brigand Hood	200	1.2	100	Bandit (default), Valley of Drakes/New Londo Ruins (1)	9	10	9	8	8	5	6	0	8	8	0
Brigand Hood +5	200	1.2			14	15	14	13	13	8	9	0	9	9	0
Brigand Hood +10	200	1.2			22	24	22	20	19	12	15	0	11	11	0
Brigand Armor	200	3.1	100	Bandit (default), Valley of Drakes/New Londo Ruins (1)	23	25	23	21	20	13	17	0	20	20	0
Brigand Armor +5	200	3.1			36	40	36	32	31	20	27	0	22	22	0
Brigand Armor +10	200	3.1			56	61	56	50	48	32	41	0	28	28	0
Brigand Gauntlets	200	1.8	100	Bandit (default), Valley of Drakes/New Londo Ruins (1)	14	15	14	13	12	8	10	0	12	12	0
Brigand Gauntlets +5	200	1.8			22	24	22	20	19	13	16	0	13	13	0
Brigand Gauntlets +10	200	1.8			34	37	34	31	29	19	24	0	17	17	0
Brigand Trousers	200	1.8	100	Bandit (default), Valley of Drakes/New Londo Ruins (1)	14	15	14	13	12	8	10	0	12	12	0
Brigand Trousers +5	200	1.8			22	24	22	20	19	13	16	0	13	13	0
Brigand Trousers +10	200	1.8			34	37	34	31	29	19	24	0	17	17	0

Hunter Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Pharis's Hat	250	1.2	100	Drop: Pharis	7	7	7	7	5	7	6	0	6	5	0
Pharis's Hat +5	250	1.2			11	12	11	11	8	11	9	0	7	6	0
Pharis's Hat +10	250	1.2			17	18	17	17	12	17	15	0	8	7	0
Leather Armor	250	4.7	100	Hunter (default), Darkroot Garden/Basin (1)	27	29	27	27	20	27	23	0	21	20	0
Leather Armor +5	250	4.7			42	45	42	42	31	42	36	0	23	22	0
Leather Armor +10	250	4.7			65	69	65	65	48	65	56	0	29	28	0
Leather Gloves	250	2.8	100	Hunter (default), Darkroot Garden/Basin (1)	16	17	16	16	12	16	13	0	13	12	0
Leather Gloves +5	250	2.8			25	27	25	25	19	25	20	0	14	13	0
Leather Gloves +10	250	2.8			39	41	39	39	29	39	32	0	18	17	0
Leather Boots	250	2.8	100	Hunter (default), Darkroot Garden/Basin (1)	16	17	16	16	12	16	13	0	13	12	0
Leather Boots +5	250	2.8			25	27	25	25	19	25	20	0	14	13	0
Leather Boots +10	250	2.8			39	41	39	39	29	39	32	0	18	17	0



Sorcerer Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Sorcerer Hat	200	0.9	100	Sorcerer (default), Undead Burg/Undead Parish (1)	8	9	8	8	10	5	6	0	6	5	0
Sorcerer Hat +5	200	0.9			13	14	13	13	16	8	9	0	7	6	0
Sorcerer Hat +10	200	0.9			19	21	20	19	24	12	15	0	8	7	0
Sorcerer Cloak	200	2.3	100	Sorcerer (default), Undead Burg/Undead Parish (1)	20	22	21	20	27	13	17	0	16	12	0
Sorcerer Cloak +5	200	2.3			31	34	32	31	42	20	27	0	18	13	0
Sorcerer Cloak +10	200	2.3			48	52	50	48	65	32	41	0	22	17	0
Sorcerer Gauntlets	200	1.4	100	Sorcerer (default), Undead Burg/Undead Parish (1)	12	13	13	12	16	8	10	0	9	7	0
Sorcerer Gauntlets +5	200	1.4			19	20	20	19	25	13	16	0	10	8	0
Sorcerer Gauntlets +10	200	1.4			29	31	30	29	39	19	24	0	13	10	0
Sorcerer Boots	200	1.4	100	Sorcerer (default), Undead Burg/Undead Parish (1)	12	13	13	12	16	8	10	0	9	7	0
Sorcerer Boots +5	200	1.4			19	20	20	19	25	13	16	0	10	8	0
Sorcerer Boots +10	200	1.4			29	31	30	29	39	19	24	0	13	10	0





Pyromancer Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Tattered Cloth Hood	400	1.1	100	Pyromancer (default), Blighttown/Quelaag's Domain (1)	8	9	8	8	9	12	6	0	9	23	1
Tattered Cloth Hood +5	400	1.1			13	14	13	13	14	19	9	0	10	23	1
Tattered Cloth Hood +10	400	1.1			19	22	19	19	22	29	15	0	13	32	1
Tattered Cloth Robe	400	2.7	100	Pyromancer (default), Blighttown/Quelaag's Domain (1)	21	23	21	21	23	30	17	0	23	59	2
Tattered Cloth Robe +5	400	2.7			33	36	33	33	36	47	27	0	25	65	2
Tattered Cloth Robe +10	400	2.7			51	56	51	51	56	73	41	0	32	83	3
Tattered Cloth Manchette	400	1.6	100	Pyromancer (default), Blighttown/Quelaag's Domain (1)	12	13	12	12	14	18	10	0	14	35	1
Tattered Cloth Manchette +5	400	1.6			19	21	19	19	22	28	16	0	15	39	1
Tattered Cloth Manch. +10	400	1.6			29	32	29	29	34	44	24	0	20	49	1
Heavy Boots	400	1.6	100	Pyromancer (default), Blighttown/Quelaag's Domain (1)	12	13	12	12	14	18	10	0	14	35	1
Heavy Boots +5	400	1.6			19	21	19	19	22	28	16	0	15	39	1
Heavy Boots +10	400	1.6			29	32	29	29	34	44	24	0	20	49	1

Cleric Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Priest's Hat	350	1.2	100	Catacombs (1)	8	9	8	8	9	5	7	0	9	8	0
Priest's Hat +5	350	1.2			13	15	13	13	14	8	11	0	10	9	0
Priest's Hat +10	350	1.2			19	23	19	19	22	12	17	0	13	11	0
Holy Robe	350	4	100	Cleric (default), Catacombs (1)	22	26	22	22	23	14	19	0	24	20	0
Holy Robe +5	350	4			34	41	34	34	36	22	30	0	26	22	0
Holy Robe +10	350	4			53	63	53	53	56	34	46	0	34	28	0
Traveling Gloves	350	0.7	100	Cleric (default), The Duke's Archives/ Crystal Cave (1), Catacombs (1)	5	6	5	5	5	3	4	0	5	4	0
Traveling Gloves +5	350	0.7			8	9	8	8	8	5	6	0	6	4	0
Traveling Gloves +10	350	0.7			12	14	12	12	12	7	10	0	7	6	0
Holy Trousers	350	2	100	Cleric (default), Catacombs (1)	14	17	14	14	15	8	12	0	15	13	0
Holy Trousers +5	350	2			22	26	22	22	23	13	19	0	17	14	0
Holy Trousers +10	350	2			34	40	34	34	36	19	29	0	21	18	0





Adventurer's Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Helm of the Wise	500	5.1	100	Domnhall of Zena 12000 Souls	18	17	21	18	12	13	10	8	11	7	18
Armor of the Glorious*	500	13.3	100	Domnhall of Zena 15000 Souls	47	45	54	47	31	34	25	20	28	19	24
Gauntlets of the Vanquisher	500	3	100	Domnhall of Zena 10000 Souls	11	11	13	11	7	7	6	4	6	5	4
Boots of the Explorer	500	4	100	Domnhall of Zena 10000 Souls	14	13	16	14	10	11	7	6	8	6	5

*Minor Reduction in Stamina recovery

Antiquated Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Crown of Dusk*1)	150	0.4	1000	Darkroot Garden/Basin (1)	5	5	5	5	11	2	6	0	5	5	20
Antiquated Dress x2	150	1	1000	Darkroot Garden/Basin (1)	14	14	14	14	33	6	19	0	14	14	26
Antiquated Dress +5	150	1			22	22	22	22	51	9	30	0	18	18	33
Antiquated Gloves	150	0.6	1000	Darkroot Garden/Basin (1)	8	8	8	8	19	3	11	0	8	8	16
Antiquated Gloves +5	150	0.6			12	12	12	12	30	5	17	0	10	10	20
Antiquated Skirt	150	3	1000	Darkroot Garden/Basin (1)	40	40	40	40	57	17	55	0	40	40	78
Antiquated Skirt +5	150	3			62	62	62	62	88	26	85	0	51	51	99

*1) Grants an additional 20% to Magic Attack, but lowers Magic Defense by 30% *2) Grants an additional 10% to Magic Attack





Balder Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Balder Helm	450	4.2	100	Crestfallen Merchant 5000 Souls, Elite Undead Archer (A), Elite Undead Guard (Rapier) (A), Elite Undead Guard (Sword) (A)	14	14	17	13	8	9	6	6	8	6	0
Balder Helm +5	450	4.2			22	21	27	21	13	14	9	6	9	7	0
Balder Helm +10	450	4.2			34	33	41	33	19	22	15	6	11	8	0
Balder Armor	450	10.9	100	Crestfallen Merchant 8000 Souls, Elite Undead Archer (A), Elite Undead Guard (Rapier) (A), Elite Undead Guard (Sword) (A)	37	36	45	36	21	25	15	16	20	16	0
Balder Armor +5	450	10.9			58	57	70	55	33	39	23	16	22	18	0
Balder Armor +10	450	10.9			90	88	109	86	51	61	36	16	28	22	0
Balder Gauntlets	450	3.5	100	Crestfallen Merchant 5000 Souls, Elite Undead Archer (A), Elite Undead Guard (Rapier) (A), Elite Undead Guard (Sword) (A)	12	12	15	12	7	8	5	5	6	5	0
Balder Gauntlets +5	450	3.5			19	18	23	18	11	13	8	5	7	6	0
Balder Gauntlets +10	450	3.5			29	29	35	28	17	19	12	5	8	7	0
Balder Leggings	450	6.4	100	Crestfallen Merchant 5000 Souls, Elite Undead Archer (A), Elite Undead Guard (Rapier) (A), Elite Undead Guard (Sword) (A)	22	22	27	21	12	14	9	9	12	9	0
Balder Leggings +5	450	6.4			34	34	42	33	19	22	14	9	13	10	0
Balder Leggings +10	450	6.4			53	52	65	51	29	34	22	9	17	13	0



Big Hat's Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Big Hat	250	3	100	Drop: Big Hat Logan (final)	14	15	15	13	43	7	17	0	13	13	0
Big Hat +5	250	3			22	24	24	20	67	11	26	0	17	17	0
Sage Robe	250	4	100	The Duke's Archives/Crystal Cave (1)	41	44	43	41	28	29	35	0	49	49	0
Sage Robe +5	250	4			64	69	66	64	43	45	54	0	62	62	0
Traveling Boots	250	1.6	100	The Duke's Archives/Crystal Cave (1)	12	13	13	12	16	8	10	0	14	14	0
Traveling Boots +5	250	1.6			19	20	20	19	25	13	16	0	15	15	0
Traveling Boots +10	250	1.6			29	31	30	29	39	19	24	0	20	20	0



Black Iron Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Black Iron Helm	600	6	100	Anor Londo (1)	27	26	31	27	11	19	8	12	17	10	5
Black Iron Helm +5	600	6			42	40	48	42	17	30	12	12	22	13	6
Black Iron Armor	600	15.6	100	Anor Londo (1)	68	65	78	68	30	51	21	31	43	25	13
Black Iron Armor +5	600	15.6			105	100	121	105	47	79	33	31	55	32	17
Black Iron Gauntlets	600	9.2	100	Anor Londo (1)	40	38	46	40	17	30	13	18	25	14	8
Black Iron Gauntlets +5	600	9.2			62	59	71	62	26	47	20	18	32	18	10
Black Iron Leggings*	600	9.2	100	Anor Londo (1)	40	38	46	40	17	30	13	18	25	14	8
Black Iron Leggings +5	600	9.2			62	59	71	62	26	47	20	18	32	18	10

*Major Reduction in Stamina recovery



Black Knight Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Black Knight Helm*	550	5	100	Kiln Of The First Flame (1)	21	20	24	21	11	18	6	8	12	6	0
Black Knight Helm +5	550	5			33	31	37	32	17	28	9	8	15	8	0
Black Knight Armor*	550	13	100	Kiln Of The First Flame (1)	57	54	64	56	29	48	17	21	32	15	0
Black Knight Armor +5	550	13			88	84	100	87	45	74	26	21	41	19	0
Black Knight Gauntlets*	550	6	100	Kiln Of The First Flame (1)	26	25	29	26	14	23	8	10	15	8	0
Black Knight Gauntlets +5	550	6			40	38	46	40	22	36	12	10	19	10	0
Black Knight Leggings*	550	7	100	Kiln Of The First Flame (1)	30	29	34	29	15	26	9	11	17	9	0
Black Knight Leggings +5	550	7			47	44	53	46	23	40	14	11	22	11	0

*Minor Reduction in Stamina recovery



Black Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Mask of Velka	400	2.5	100	Painted World Of Ariamis (1)	12	13	12	12	12	10	7	0	9	9	20
Mask of Velka +5	400	2.5			19	21	19	19	19	16	11	0	11	11	25
Black Cleric Robe	400	3.9	100	Painted World Of Ariamis (1)	23	25	23	23	29	25	19	0	22	22	13
Black Cleric Robe +5	400	3.9			36	39	36	36	45	39	30	0	28	28	17
Black Manchette	400	1.8	100	Painted World Of Ariamis (1)	11	12	11	11	14	11	9	0	10	10	5
Black Manchette +5	400	1.8			17	19	17	17	22	17	14	0	13	13	6
Black Tights	400	2.8	100	Painted World Of Ariamis (1)	16	17	16	16	22	17	13	0	15	15	9
Black Tights +5	400	2.8			25	27	25	25	34	26	20	0	19	19	11



Black Sorcerer Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Black Sorcerer Hat	200	0.7	100	Sen's Fortress (1)	5	5	6	5	11	8	8	0	12	12	2
Black Sorcerer Hat +5	200	0.7			8	8	9	8	17	13	13	0	13	13	2
Black Sorcerer Hat +10	200	0.7			12	13	13	12	27	19	19	0	17	17	3
Black Sorcerer Cloak	200	1.8	100	Sen's Fortress (1)	13	13	14	13	28	21	21	0	31	31	4
Black Sorcerer Cloak +5	200	1.8			20	21	22	20	44	33	33	0	34	34	4
Black Sorcerer Cloak +10	200	1.8			32	32	34	32	68	51	51	0	43	43	6
Black Sorcerer Gauntlets	200	1	100	Sen's Fortress (1)	8	8	9	8	17	12	12	0	18	18	2
Black Sorcerer Gauntlets +5	200	1			13	13	14	13	27	19	19	0	20	20	2
Black Sorcerer Gauntlets +10	200	1			19	20	21	19	41	29	29	0	25	25	3
Black Sorcerer Boots	200	1	100	Sen's Fortress (1)	8	8	9	8	17	12	12	0	18	18	2
Black Sorcerer Boots +5	200	1			13	13	14	13	27	19	19	0	20	20	2
Black Sorcerer Boots +10	200	1			19	20	21	19	41	29	29	0	25	25	3

Catarina Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Catarina Helm*	400	4.5	100	Crestfallen Merchant 10000 Souls	22	22	25	22	12	13	7	8	13	9	0
Catarina Helm +5	400	4.5			31	34	39	34	19	20	11	8	17	11	0
Catarina Armor*	400	11.7	100	Crestfallen Merchant 10000 Souls	57	56	66	57	31	37	19	21	34	24	0
Catarina Armor +5	400	11.7			88	88	102	88	48	57	30	21	43	31	0
Catarina Gauntlets*	400	6.9	100	Crestfallen Merchant 7000 Souls	34	34	39	34	18	21	12	13	21	13	0
Catarina Gauntlets +5	400	6.9			53	52	61	53	28	33	19	13	27	17	0
Catarina Leggings*	400	6.9	100	Crestfallen Merchant 7000 Souls	34	34	39	34	18	21	12	13	21	13	0
Catarina Leggings +5	400	6.9			53	52	61	53	28	33	19	13	27	17	0

*Minor Reduction in Stamina recovery



Chain Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Chain Helm	300	3	100	Undead Merchant (male) 500 Souls	12	12	14	12	8	8	3	5	10	6	0
Chain Helm +5	300	3			19	19	23	18	13	13	5	5	11	7	0
Chain Helm +10	300	3			29	29	35	28	19	19	7	5	14	8	0
Chain Armor	300	6	100	Undead Merchant (male) 800 Souls	24	24	29	23	16	16	7	9	20	12	0
Chain Armor +5	300	6			37	37	45	36	25	25	11	9	22	13	0
Chain Armor +10	300	6			58	58	70	56	39	39	17	9	28	17	0
Leather Gauntlets	300	3.6	100	Undead Merchant (male) 500 Souls	14	14	17	14	10	10	4	5	12	7	0
Leather Gauntlets +5	300	3.6			22	22	26	21	16	16	6	5	13	8	0
Leather Gauntlets +10	300	3.6			34	34	41	33	24	24	10	5	17	10	0
Chain Leggings	300	4.6	100	Undead Merchant (male) 500 Souls	18	18	22	18	12	12	5	7	15	9	0
Chain Leggings +5	300	4.6			28	28	34	27	19	19	8	7	17	10	0
Chain Leggings +10	300	4.6			44	44	52	42	29	29	12	7	21	13	0





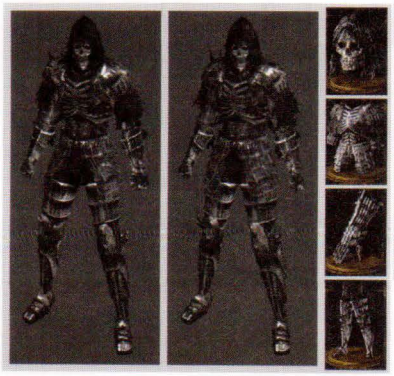
Crimson Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Mask of the Sealer	400	1.5	100	Blighttown/Quelaag's Domain (1)	12	13	12	12	12	7	9	0	8	8	8
Mask of the Sealer +5	400	1.5			19	21	19	19	19	11	14	0	10	10	10
Crimson Robe	400	3.9	100	Blighttown/Quelaag's Domain (1)	32	35	32	32	33	19	24	0	21	21	21
Crimson Robe +5	400	3.9			50	55	50	50	51	30	37	0	27	27	27
Crimson Gloves	400	0.8	100	Blighttown/Quelaag's Domain (1)	7	8	7	7	7	4	5	0	4	4	4
Crimson Gloves +5	400	0.8			11	12	11	11	11	6	8	0	5	5	5
Crimson Waistcloth	400	3.5	100	Blighttown/Quelaag's Domain (1)	29	32	29	29	29	17	21	0	19	19	19
Crimson Waistcloth +5	400	3.5			45	49	45	45	45	26	33	0	24	24	24



Crystalline Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Crystalline Helm	150	4.2	1	The Duke's Archives/Crystal Cave (1)	11	9	13	11	8	6	2	6	6	0	0
Crystalline Armor	150	10.9	1	The Duke's Archives/Crystal Cave (1)	28	24	32	28	21	15	7	16	15	0	0
Crystalline Gauntlets	150	6.4	1	The Duke's Archives/Crystal Cave (1)	17	15	20	17	12	9	4	9	9	0	0
Crystalline Leggings	150	6.4	1	The Duke's Archives/Crystal Cave (1)	17	15	20	17	12	9	4	9	9	0	0



Dark Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Dark Mask	300	3.8	100	Covenant: Darkwraith	18	18	20	17	12	12	10	6	12	8	0
Dark Mask +5	300	3.8			28	28	31	26	19	19	16	6	15	10	0
Dark Armor	300	9.8	100	Covenant: Darkwraith	45	45	50	42	30	31	27	16	30	21	0
Dark Armor +5	300	9.8			70	70	77	66	47	48	42	16	38	27	0
Dark Gauntlets	300	5.8	100	Covenant: Darkwraith	27	27	30	25	18	18	15	9	18	12	0
Dark Gauntlets +5	300	5.8			42	42	46	39	28	28	23	9	23	15	0
Dark Leggings	300	5.8	100	Covenant: Darkwraith	27	27	30	25	18	18	15	9	18	12	0
Dark Leggings +5	300	5.8			42	42	46	39	28	28	23	9	23	15	0



Dingy Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Dingy Hood*	150	0.8	1000	Event: Anastacia of Astora, Anastacia Of Astora (M)	6	8	6	6	8	5	6	0	9	7	9
Dingy Hood +5	150	0.8			9	12	9	9	13	8	9	0	10	8	10
Dingy Hood +10	150	0.8			15	18	15	15	19	12	15	0	13	10	13
Dingy Robe*	150	3	1000	Event: Anastacia of Astora, Anastacia Of Astora (M)	23	29	23	23	33	19	25	0	35	26	35
Dingy Robe +5	150	3			36	45	36	36	52	30	39	0	39	29	39
Dingy Robe +10	150	3			56	70	56	56	80	46	61	0	49	36	49
Dingy Gloves*	150	1.2	1000	Event: Anastacia of Astora, Anastacia Of Astora (M)	9	11	9	9	13	8	10	0	14	10	14
Dingy Gloves +5	150	1.2			14	18	14	14	20	13	16	0	15	11	15
Dingy Gloves +10	150	1.2			22	27	22	22	32	19	24	0	20	14	20
Blood-Stained Skirt*	150	2.5	1000	Event: Anastacia of Astora, Anastacia Of Astora (M)	19	24	19	19	27	16	21	0	29	22	29
Blood-Stained Skirt +5	150	2.5			30	37	30	30	42	25	33	0	32	24	32
Blood-Stained Skirt +10	150	2.5			46	58	46	46	65	39	51	0	41	31	41

*Event: Anastacia



Eastern Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Eastern Helm	450	4.7	100	Darkroot Garden/Basin (1)	17	16	21	17	6	12	7	8	15	11	0
Eastern Helm +5	450	4.7			26	25	33	27	9	19	11	8	19	14	0
Eastern Armor*	450	12.3	100	Darkroot Garden/Basin (1)	45	43	56	44	15	33	18	20	38	28	0
Eastern Armor +5	450	12.3			70	66	87	68	23	51	28	20	48	36	0
Eastern Gauntlets	450	1.5	100	Darkroot Garden/Basin (1)	6	6	7	6	1	4	2	2	5	4	0
Eastern Gauntlets +5	450	1.5			9	9	12	9	2	6	3	2	6	5	0
Eastern Leggings	450	4	100	Darkroot Garden/Basin (1)	15	14	19	15	5	11	6	6	12	10	0
Eastern Leggings +5	450	4			23	22	29	23	8	17	9	6	15	13	0

*Minor Reduction in Stamina recovery



Elite Knight Set

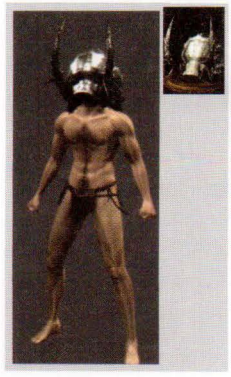
Armor	Durability	Weight	Frampt Souls	Acquired from											
Elite Knight Helm	450	4.5	100	Darkroot Garden/Basin (1)	15	15	17	15	9	9	6	8	9	6	0
Elite Knight Helm +5	450	4.5			23	23	27	23	14	14	9	8	10	7	0
Elite Knight Helm +10	450	4.5			36	35	41	36	22	22	15	8	13	8	0
Elite Knight Armor	450	11.7	100	Darkroot Garden/Basin (1)	39	38	45	39	23	25	15	20	23	16	0
Elite Knight Armor +5	450	11.7			61	59	71	61	36	39	23	20	25	18	0
Elite Knight Armor +10	450	11.7			94	92	110	94	56	61	36	20	32	22	0
Elite Knight Gauntlets	450	3.7	100	Darkroot Garden/Basin (1)	12	12	14	12	7	8	5	6	7	5	0
Elite Knight Gauntlets +5	450	3.7			19	18	22	19	11	13	8	6	8	6	0
Elite Knight Gauntlets +10	450	3.7			29	28	34	29	17	19	12	6	10	7	0
Elite Knight Leggings	450	6.9	100	Darkroot Garden/Basin (1)	23	22	27	23	14	14	9	12	14	9	0
Elite Knight Leggings +5	450	6.9			36	35	42	36	22	22	14	12	15	10	0
Elite Knight Leggings +10	450	6.9			56	54	65	56	34	34	22	12	20	13	0



Family Masks

Armor	Durability	Weight	Frampt Souls	Acquired from											
Mask of the Father*1)	200	1.2	100	Patches 8000 Souls	6	6	6	6	10	6	8	0	6	0	0
Mask of the Mother*2)	200	1.2	100	Patches 8000 Souls	6	6	6	6	12	6	8	0	10	0	0
Mask of the Child*3)	200	1.2	100	Patches 8000 Souls	6	6	6	6	10	8	10	0	6	0	0

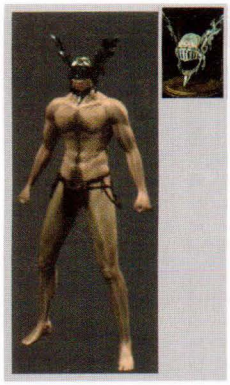
*1) Boosts Equip Load by 15% *2) Boosts HP by 15% *3) Increases Stamine recovery rate



Fang Boar Helm

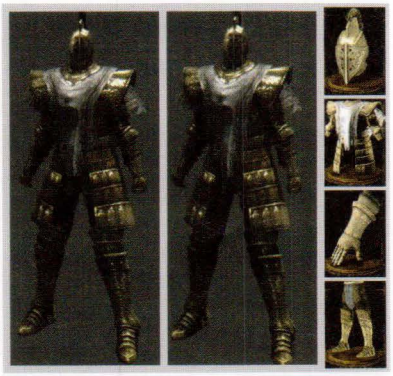
Armor	Durability	Weight	Frampt Souls	Acquired from											
Fang Boar Helm*	600	8	1000	Armored Tusk (C), Fully Armored Tusk (C)	26	23	31	26	5	4	4	12	13	8	0
Fang Boar Helm +5	600	8			40	36	48	40	8	6	6	12	17	10	0

*Major Reduction in Stamina recovery



Gargoyle Helm

Armor	Durability	Weight	Frampt Souls	Acquired from											
Gargoyle Helm	500	3.5	100	Bell Gargoyle (A), Gargoyle (A)	15	12	19	14	15	15	15	8	22	19	0
Gargoyle Helm +5	500	3.5			23	19	30	21	23	23	23	8	28	24	0



Giant Set

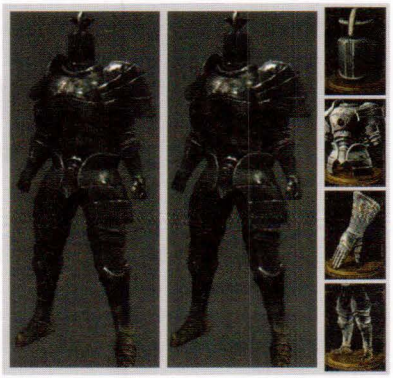
Armor	Durability	Weight	Frampt Souls	Acquired from											
Giant Helm*	600	6.3	100	Giant Blacksmith 6000 Souls	27	25	31	27	13	19	13	14	13	8	0
Giant Helm +5	600	6.3			42	39	47	42	20	30	20	14	17	10	0
Giant Armor*	600	16.4	100	Giant Blacksmith 8000 Souls	72	66	81	72	32	48	33	35	32	19	0
Giant Armor +5	600	16.4			112	103	126	112	50	74	51	35	41	24	0
Giant Gauntlets*	600	9.7	100	Giant Blacksmith 6000 Souls	41	38	46	41	19	29	19	21	19	11	0
Giant Gauntlets +5	600	9.7			64	59	72	64	30	45	30	21	24	14	0
Giant Leggings*	600	9.7	100	Giant Blacksmith 6000 Souls	41	38	46	41	19	29	19	21	19	11	0
Giant Leggings +5	600	9.7			64	59	72	64	30	45	30	21	24	14	0

*Major Reduction in Stamina recovery



Gold-Hemmed Black Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Gold-Hemmed Black Hood	400	1.4	1000	Demon Ruins/Lost Izalith (1)	16	17	16	16	22	26	14	0	16	36	0
Gold-Hemmed Black Cloak	400	3.5	1000	Demon Ruins/Lost Izalith (1)	44	47	44	44	54	68	36	0	40	94	0
Gold-Hemmed Black Gloves	400	1.2	1000	Demon Ruins/Lost Izalith (1)	14	15	14	14	18	24	12	0	14	32	0
Gold-Hemmed Black Skirt	400	3	1000	Demon Ruins/Lost Izalith (1)	36	39	36	36	46	58	30	0	32	78	0



Golem Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Golem Helm*	700	6.3	100	Domnhall of Zena 5000 Souls	35	32	41	35	17	16	6	13	17	12	0
Golem Armor*	700	16.4	100	Domnhall of Zena 7000 Souls	91	84	107	91	45	41	17	33	45	31	0
Golem Gauntlets*	700	9.7	100	Domnhall of Zena 5000 Souls	54	50	63	54	25	23	10	20	27	17	0
Golem Leggings*	700	9.7	100	Domnhall of Zena 5000 Souls	54	50	63	54	25	23	10	20	27	17	0

*Major Reduction in Stamina recovery



Havel's Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Havel's Helm*	900	7.5	100	Anor Londo (1)	36	31	41	36	22	22	18	18	18	4	9
Havel's Armor*	900	19.5	100	Anor Londo (1)	92	78	106	92	56	54	49	47	45	11	22
Havel's Gauntlets*	900	11.5	100	Anor Londo (1)	54	46	62	54	32	32	29	28	27	5	13
Havel's Leggings*	900	11.5	100	Anor Londo (1)	54	46	62	54	32	32	29	28	27	5	13

*Major Reduction in Stamina recovery

Hollow Soldier Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Hollow Soldier Helm	200	3	100	Armored Soldier (Crossbow) (A), Undead Soldier (Spear) (A) [except in Undead Asylum]	10	10	11	9	6	6	4	5	7	5	0
Hollow Soldier Helm +5	200	3			16	16	17	14	9	9	6	5	8	6	0
Hollow Soldier Helm +10	200	3			24	24	27	21	15	15	10	5	10	7	0
Hollow Soldier Armor	200	7.8	100	Armored Soldier (Crossbow) (A), Undead Soldier (Spear) (A) [except in Undead Asylum]	26	26	29	23	16	17	10	12	18	13	0
Hollow Soldier Armor +5	200	7.8			41	41	45	36	25	27	16	12	20	14	0
Hollow Soldier Armor +10	200	7.8			63	63	70	55	39	41	24	12	25	18	0
Hollow Soldier Waistcloth	200	1.5	100	Armored Soldier (Crossbow) (A), Undead Soldier (Spear) (A) [except in Undead Asylum]	13	13	14	11	8	8	6	7	10	6	0
Hollow Soldier Waistcloth +5	200	1.5			20	20	23	18	13	13	9	7	11	7	0
Hollow Soldier Waistcloth +10	200	1.5			32	32	35	28	19	19	15	7	14	8	0





Hollow Thief's Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Hollow Thief's Hood	250	1.1			8	9	8	8	8	5	7	0	6	11	0
Hollow Thief's Hood +5	250	1.1			13	14	13	13	13	8	11	0	7	12	0
Hollow Thief's Hood +10	250	1.1			19	21	19	20	19	12	17	0	8	15	0
Hollow Thief's Leather Armor	250	2.8	100	Undead Assassin (A)	21	23	21	22	20	13	18	0	15	29	0
Hollow Thief's Leather Armor +5	250	2.8			33	36	33	34	31	20	28	0	17	32	0
Hollow Thief's Leather Armor +10	250	2.8			51	55	51	53	48	32	44	0	21	41	0
Hollow Thief's Tights	250	1.7	100	Undead Assassin (A)	12	13	12	13	11	8	10	0	9	17	0
Hollow Thief's Tights +5	250	1.7			19	20	19	20	17	13	16	0	10	19	0
Hollow Thief's Tights +10	250	1.7			29	32	29	30	27	19	24	0	13	24	0



Hollow Warrior Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Hollow Warrior Helm	250	2.6	100	Armored Zombie (Firebomb) (A), Armored Zombie (Axe) (A), Armored Zombie (Sword) (A)	10	10	10	10	6	5	6	3	5	5	0
Hollow Warrior Helm +5	250	2.6			16	15	16	15	9	8	9	3	6	6	0
Hollow Warrior Helm +10	250	2.6			24	24	25	23	15	12	15	3	7	7	0
Hollow Warrior Armor	250	6.6	100	Armored Zombie (Firebomb) (A), Armored Zombie (Axe) (A), Armored Zombie (Sword) (A)	24	23	25	23	16	12	17	8	13	13	0
Hollow Warrior Armor +5	250	6.6			37	36	39	39	25	19	27	8	14	14	0
Hollow Warrior Armor +10	250	6.6			58	56	60	55	39	29	41	8	18	18	0
Hollow Warrior Waistcloth	250	1.4	100	Armored Zombie (Firebomb) (A), Armored Zombie (Axe) (A), Armored Zombie (Sword) (A)	13	13	13	12	8	6	8	5	6	6	0
Hollow Warrior Waistcloth +5	250	1.4			20	20	21	19	13	9	13	5	7	7	0
Hollow Warrior Waistcloth +10	250	1.4			32	31	32	30	19	15	19	5	8	8	0

Holy Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Cleric Helm*	500	4.8	100	Patches 5000 Souls	15	15	17	15	9	8	6	8	9	6	0
Cleric Helm +5	500	4.8			23	23	27	23	14	13	9	8	10	7	0
Cleric Helm +10	500	4.8			36	36	42	36	22	19	15	8	13	8	0
Cleric Armor*	500	12.5	100	Patches 7000 Souls	40	40	46	40	23	21	15	20	23	16	0
Cleric Armor +5	500	12.5			62	62	72	62	36	33	23	20	25	18	0
Cleric Armor +10	500	12.5			97	97	111	97	56	51	36	20	32	22	0
Cleric Gauntlets*	500	7.4	100	Patches 5000 Souls	24	24	28	24	13	12	9	12	14	9	0
Cleric Gauntlets +5	500	7.4			37	37	43	37	20	19	14	12	15	10	0
Cleric Gauntlets +10	500	7.4			58	58	67	58	32	29	22	12	20	13	0
Cleric Leggings*	500	7.4	100	Patches 5000 Souls	24	24	28	24	13	12	9	12	14	9	0
Cleric Leggings +5	500	7.4			37	37	43	37	20	19	14	12	15	10	0
Cleric Leggings +10	500	7.4			58	58	67	58	32	29	22	12	20	13	0



*Minor Reduction in Stamina recovery

Iron & Sun Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Iron Helm	350	4.5	100	Drop: Solaire of Astora	14	14	14	14	10	10	9	8	12	8	2
Iron Helm +5	350	4.5			22	22	22	21	16	16	14	8	13	9	2
Iron Helm +10	350	4.5			34	34	34	33	24	24	22	8	17	11	3
Armor of the Sun	350	9	100	Drop: Solaire of Astora	35	35	35	34	21	21	19	16	23	16	10
Armor of the Sun +5	350	9			55	55	55	54	33	33	30	16	25	18	11
Armor of the Sun +10	350	9			85	85	85	83	51	51	46	16	32	22	14
Iron Bracelet	350	4.3	100	Drop: Solaire of Astora	17	17	17	17	10	10	9	7	11	7	2
Iron Bracelet +5	350	4.3			27	27	27	26	16	16	14	7	12	8	2
Iron Bracelet +10	350	4.3			41	41	41	40	24	24	22	7	15	10	3
Iron Leggings	350	5.3	100	Drop: Solaire of Astora	21	21	21	21	12	12	11	9	14	9	2
Iron Leggings +5	350	5.3			33	33	33	32	19	19	17	9	15	10	2
Iron Leggings +10	350	5.3			51	51	51	50	29	29	27	9	20	13	3



Maiden Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Maiden Hood	150	0.8	1000	The Duke's Archives/Crystal Cave (1)	7	8	7	7	8	5	6	0	9	7	3
Maiden Hood +5	150	0.8			11	13	11	11	13	8	9	0	10	8	3
Maiden Hood +10	150	0.8			17	20	17	17	19	12	15	0	13	10	4
Maiden Robe	150	2	1000	The Duke's Archives/Crystal Cave (1)	19	22	19	19	22	13	17	0	23	18	8
Maiden Robe +5	150	2			30	35	30	30	34	20	27	0	25	20	9
Maiden Robe +10	150	2			46	54	46	46	53	32	41	0	32	25	11
Maiden Gloves	150	1.2	1000	The Duke's Archives/Crystal Cave (1)	11	13	11	11	13	8	10	0	14	10	5
Maiden Gloves +5	150	1.2			17	20	17	17	20	13	16	0	15	11	6
Maiden Gloves +10	150	1.2			27	31	27	27	32	19	24	0	20	14	7
Maiden Skirt	150	2.5	1000	The Duke's Archives/Crystal Cave (1)	23	27	23	23	27	16	21	0	29	22	10
Maiden Skirt +5	150	2.5			36	42	36	36	42	25	33	0	32	24	11
Maiden Skirt +10	150	2.5			56	65	56	56	65	39	51	0	41	31	14



Moonlight Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Crown of the Dark Sun*	300	3	1000	Domnhall of Zena 10000 Souls	12	12	12	12	12	6	6	0	9	9	12
Moonlight Robe	80	3.1	1000	Domnhall of Zena 10000 Souls	20	20	20	20	31	17	17	0	23	23	31
Moonlight Gloves	80	0.5	1000	Domnhall of Zena 10000 Souls	3	3	3	3	5	3	3	0	4	4	5
Moonlight Waistcloth	80	1.8	1000	Domnhall of Zena 10000 Souls	12	12	12	12	18	10	10	0	14	14	18

*Boosts the strength of all magic types





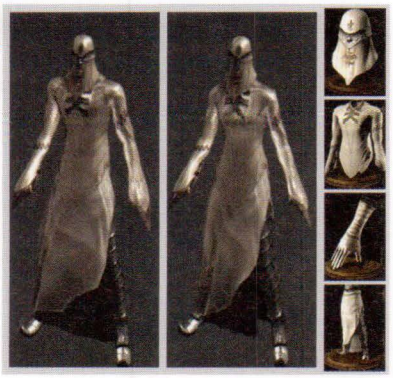
Ornstein's Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Ornstein's Helm*	700	5.5	100	Domnhall of Zena 7000 Souls	32	30	36	32	16	22	18	9	18	8	8
Ornstein's Armor*	700	12	100	Domnhall of Zena 8000 Souls	70	67	79	70	36	46	40	19	38	18	18
Ornstein's Gauntlets	700	4	100	Domnhall of Zena 6000 Souls	24	23	27	24	12	16	14	6	12	6	6
Ornstein's Leggings*	700	7	100	Domnhall of Zena 6000 Souls	40	38	45	40	20	28	24	11	22	12	12

*Minor Reduction in Stamina recovery

Painting Guardian Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Painting Guardian Hood	150	0.6	100	Painted World Of Ariamis (1)	3	4	3	3	31	11	8	0	12	30	6
Painting Guardian Hood +5	150	0.6			5	6	5	5	48	18	12	0	15	38	8
Painting Guardian Robe	150	1.6	100	Painted World Of Ariamis (1)	9	11	9	9	34	29	21	0	32	78	16
Painting Guardian Robe +5	150	1.6			14	17	14	14	53	45	33	0	41	99	20
Painting Guardian Gloves	150	0.9	100	Painted World Of Ariamis (1)	6	7	6	6	22	17	12	0	18	46	10
Painting Guardian Gloves +5	150	0.9			9	11	9	9	34	26	19	0	23	58	13
Painting Guardian Waistcloth	150	4	100	Painted World Of Ariamis (1)	22	26	22	22	30	44	42	0	21	51	10
Painting Guardian Waistcloth +5	150	4			34	41	34	34	47	68	65	0	104	259	51

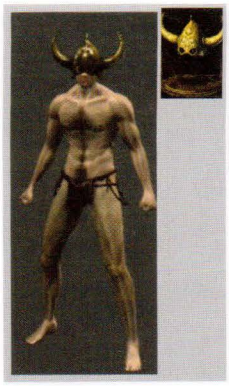


Paladin Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Paladin Helm*	500	5	100	Tomb Of The Giants (1)	22	21	25	22	12	13	7	8	13	9	22
Paladin Helm +5	500	5			34	32	39	34	19	20	11	8	17	11	28
Paladin Armor*	500	12.9	100	Tomb Of The Giants (1)	59	56	68	59	31	37	19	20	34	24	57
Paladin Armor +5	500	12.9			92	87	105	92	48	57	30	20	43	31	72
Paladin Gauntlets*	500	7.6	100	Tomb Of The Giants (1)	35	33	40	35	19	21	12	12	21	13	34
Paladin Gauntlets +5	500	7.6			54	52	62	54	30	33	19	12	27	17	43
Paladin Leggings*	500	7.6	100	Tomb Of The Giants (1)	35	33	40	35	19	21	12	12	21	13	34
Paladin Leggings +5	500	7.6			54	52	62	54	30	33	19	12	27	17	43

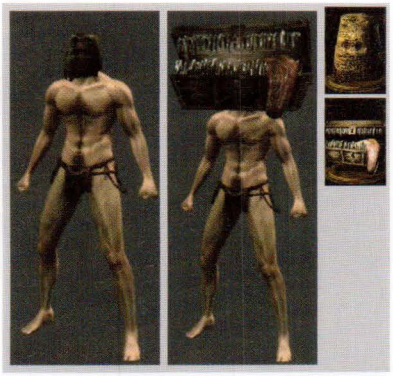
*Minor Reduction in Stamina recovery





Royal Helm

Armor	Durability	Weight	Frampt Souls	Acquired from											
Royal Helm	500	4.5	3000	Drop: Vamos	16	14	16	16	10	10	6	8	16	12	0
Royal Helm +5	500	4.5			25	22	25	25	16	16	9	8	18	13	0
Royal Helm +10	500	4.5			39	34	39	39	24	24	15	8	22	17	0



Sack Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Sack	150	0.6	100	Butcher (C)	6	10	6	5	6	8	4	0	12	10	0
Sack +5	150	0.6			9	16	9	8	9	13	6	0	13	11	0
Sack +10	150	0.6			15	24	15	12	15	19	10	0	17	14	0
Symbol of Avarice*	300	10	3000	Mimic (S) [not The Duke's Archives/Crys tal Cave]	21	11	21	21	8	2	2	15	10	0	0

*Major Reduction in Stamina recovery. Receive an additional 20% to Soul acquiring rate.
Gain an additional 200 points to Item Discovery Rate. Continuously lose HP at a rate of 5 HP per second



Set of Favor

Armor	Durability	Weight	Frampt Souls	Acquired from											
Helm of Favor	500	4.5	1000	Anor Londo (1)	18	17	21	18	10	11	7	8	11	8	8
Helm of Favor +5	500	4.5			28	27	32	28	16	17	11	8	14	10	10
Embraced Armor of Favor	500	11.7	1000	Anor Londo (1)	48	46	56	48	23	30	19	20	28	22	22
Embraced Armor of Favor +5	500	11.7			74	71	86	74	36	47	30	20	36	28	28
Gauntlets of Favor	500	5	1000	Anor Londo (1)	21	20	24	21	10	12	8	8	11	10	10
Gauntlets of Favor +5	500	5			33	31	38	33	16	19	12	8	14	13	13
Leggings of Favor	500	6.9	1000	Anor Londo (1)	28	27	33	28	14	18	11	11	15	14	14
Leggings of Favor +5	500	6.9			43	41	50	43	22	28	17	11	19	18	18



Set of the Channelers

Armor	Durability	Weight	Frampt Souls	Acquired from											
Six-Eyed Helm of the Channelers	300	3.9	1	The Duke's Archives/ Crystal Cave (1)	20	19	23	20	18	17	13	5	15	13	0
Robe of the Channelers	300	10.1	1	The Duke's Archives/ Crystal Cave (1)	53	51	60	53	45	45	35	12	38	33	0
Gauntlets of the Channelers	300	3	1	The Duke's Archives/ Crystal Cave (1)	17	16	19	17	13	13	10	3	12	10	0
Waistcloth of the Channelers	300	6	1	The Duke's Archives/ Crystal Cave (1)	32	31	37	32	27	27	20	7	23	20	0



Set of the Great Lord

Armor	Durability	Weight	Frampt Souls	Acquired from											
Crown of the Great Lord	800	3	10000	Domnhall of Zena 20000 Souls	16	17	18	15	16	21	21	0	15	8	20
Robe of the Great Lord	400	6	1000	Domnhall of Zena 20000 Souls	32	35	37	29	32	41	41	0	30	15	40
Bracelet of the Great Lord	400	2.8	1000	Domnhall of Zena 20000 Souls	15	16	17	14	15	19	19	0	14	7	18
Anklet of the Great Lord	400	2.8	1000	Domnhall of Zena 20000 Souls	15	16	17	14	15	19	19	0	14	7	18

Set of Thorns

Armor	Durability	Weight	Frampt Souls	Acquired from											
Helm of Thorns*1)	250	4.1	100	Blighttown/Quelaag's Domain (1)	17	16	19	17	10	12	8	6	10	7	0
Helm of Thorns +5	250	4.1			26	25	29	26	16	19	12	6	13	9	0
Armor of Thorns*2	250	10.5	100	Blighttown/Quelaag's Domain (1)	45	43	49	45	28	33	20	16	26	18	0
Armor of Thorns +5	250	10.5			70	66	76	70	43	51	31	16	33	23	0
Gauntlets of Thorns*1)	250	6.2	100	Blighttown/Quelaag's Domain (1)	26	25	28	26	16	18	12	9	16	10	0
Gauntlets of Thorns +5	250	6.2			40	38	44	40	25	28	19	9	20	13	0
Leggings of Thorns*1)	250	6.2	100	Blighttown/Quelaag's Domain (1)	26	25	28	26	16	18	12	9	16	10	0
Leggings of Thorns +5	250	6.2			40	38	44	40	25	28	19	9	20	13	0

*1) Adds an Attack value of 20 when rolling into an enemy *2) Adds an Attack value of 50 when rolling into an enemy





Shadow Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Shadow Mask	200	0.9	100	Blighttown/Quelaag's Domain (1)	9	10	9	9	5	6	6	0	15	18	0
Shadow Mask +5	200	0.9			14	15	14	14	8	9	9	0	19	23	0
Shadow Garb	200	2.3	100	Blighttown/Quelaag's Domain (1)	23	25	23	23	12	16	17	0	39	47	0
Shadow Garb +5	200	2.3			36	39	36	36	19	25	26	0	50	60	0
Shadow Gauntlets	200	1.4	100	Blighttown/Quelaag's Domain (1)	13	14	13	13	7	9	10	0	23	28	0
Shadow Gauntlets +5	200	1.4			20	22	20	20	11	14	16	0	29	36	0
Shadow Leggings	200	1.4	100	Blighttown/Quelaag's Domain (1)	13	14	13	13	7	9	10	0	23	28	0
Shadow Leggings +5	200	1.4			20	22	20	20	11	14	16	0	29	36	0



Shiny Brass Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Brass Helm	600	5.1	100	Anor Londo (1)	18	17	20	18	12	11	11	8	11	9	6
Brass Helm +5	600	5.1			28	27	32	28	19	17	17	8	14	11	8
Brass Armor	600	10.9	100	Anor Londo (1)	37	36	42	37	27	25	25	16	24	20	11
Brass Armor +5	600	10.9			57	55	65	57	42	39	39	16	31	25	14
Brass Gauntlets	600	5.4	100	Anor Londo (1)	19	18	22	19	14	12	12	8	12	10	6
Brass Gauntlets +5	600	5.4			30	28	33	30	22	19	19	8	15	13	8



Silver Knight Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Silver Knight Helm	600	4.8	100	Anor Londo (1)	17	16	20	17	10	11	10	8	9	5	1
Silver Knight Helm +5	600	4.8			26	25	30	26	16	17	16	8	11	6	1
Silver Knight Armor	600	12	100	Anor Londo (1)	42	40	48	41	26	29	25	19	24	12	2
Silver Knight Armor +5	600	12			65	61	75	64	40	45	39	19	31	15	3
Silver Knight Gauntlets	600	5.5	100	Anor Londo (1)	19	18	22	19	12	14	11	9	11	6	1
Silver Knight Gauntlets +5	600	5.5			30	28	34	29	19	22	17	9	14	8	1
Silver Knight Leggings	600	6.5	100	Anor Londo (1)	23	22	27	23	15	16	14	11	14	7	1
Silver Knight Leggings +5	600	6.5			36	34	41	35	23	25	22	11	18	9	1



Smough's Set

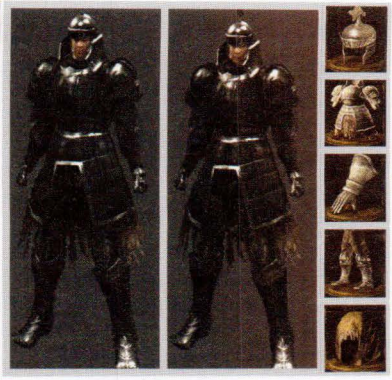
Armor	Durability	Weight	Frampt Souls	Acquired from											
Smough's Helm*	700	6.8	1	Domnhall of Zena 6000 Souls	40	35	46	40	19	26	21	14	21	12	5
Smough's Armor*	700	17.6	1	Domnhall of Zena 7000 Souls	106	92	122	106	52	66	59	35	54	28	9
Smough's Gauntlets*	700	10.4	1	Domnhall of Zena 5000 Souls	61	53	70	61	31	40	33	21	33	16	5
Smough's Leggings*	700	10.4	1	Domnhall of Zena 5000 Souls	61	53	70	61	31	40	33	21	33	16	5

*Major Reduction in Stamina recovery

Steel Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Steel Helm*	500	5,4	100	Crestfallen Merchant 5000 Souls, Heavy Knight (Mace) (A), Heavy Knight (Sword) (A)	16	15	18	16	8	8	5	9	9	6	0
Steel Helm +5	500	5,4			25	24	29	25	13	13	8	9	10	7	0
Steel Helm +10	500	5,4			39	36	45	39	19	19	12	9	13	8	0
Steel Armor*	500	14	100	Crestfallen Merchant 8000 Souls, Heavy Knight (Mace) (A), Heavy Knight (Sword) (A)	42	40	48	42	22	21	13	23	23	16	0
Steel Armor +5	500	14			66	62	75	66	34	33	20	23	25	18	0
Steel Armor +10	500	14			102	96	117	102	53	51	32	23	32	22	0
Steel Gauntlets*	500	8,3	100	Crestfallen Merchant 5000 Souls, Heavy Knight (Mace) (A), Heavy Knight (Sword) (A)	25	24	29	25	13	12	8	14	14	9	0
Steel Gauntlets +5	500	8,3			39	37	45	39	20	19	13	14	15	10	0
Steel Gauntlets +10	500	8,3			61	57	70	61	32	29	14	14	20	13	0
Steel Leggings*	500	8,3	100	Crestfallen Merchant 5000 Souls, Heavy Knight (Mace) (A), Heavy Knight (Sword) (A)	25	24	29	25	13	12	8	14	14	9	0
Steel Leggings +5	500	8,3			39	37	45	39	20	19	13	14	15	10	0
Steel Leggings +10	500	8,3			61	57	70	61	32	29	14	14	20	13	0
Hollow Thief's Hood	250	1,1	100	Undead Assassin (A)	8	9	8	8	8	5	7	0	6	11	0

*Minor Reduction in Stamina recovery

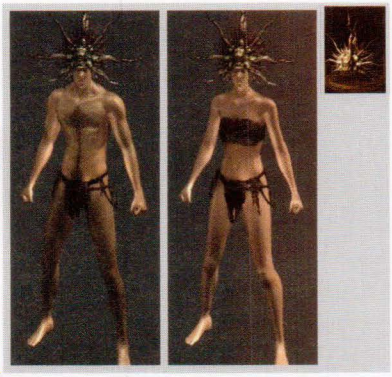




Stone Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Stone Helm*	800	6.8	100	Darkroot Garden/Basin (1)	35	33	40	35	17	21	21	15	17	6	0
Stone Armor*	800	17.6	100	Darkroot Garden/Basin (1)	91	86	105	91	45	54	54	39	45	16	0
Stone Gauntlets*	800	10.4	100	Darkroot Garden/Basin (1)	54	51	62	54	27	33	33	23	27	10	0
Stone Leggings*	800	10.4	100	Darkroot Garden/Basin (1)	54	51	62	54	27	33	33	23	27	10	0

*Major Reduction in Stamina recovery



Sunlight Maggot

Armor	Durability	Weight	Frampt Souls	Acquired from											
Sunlight Maggot*	80	1.4	1000	Special Chaos Bug (M)	6	6	6	6	5	24	13	0	0	0	0

*Illuminates area surrounding the player



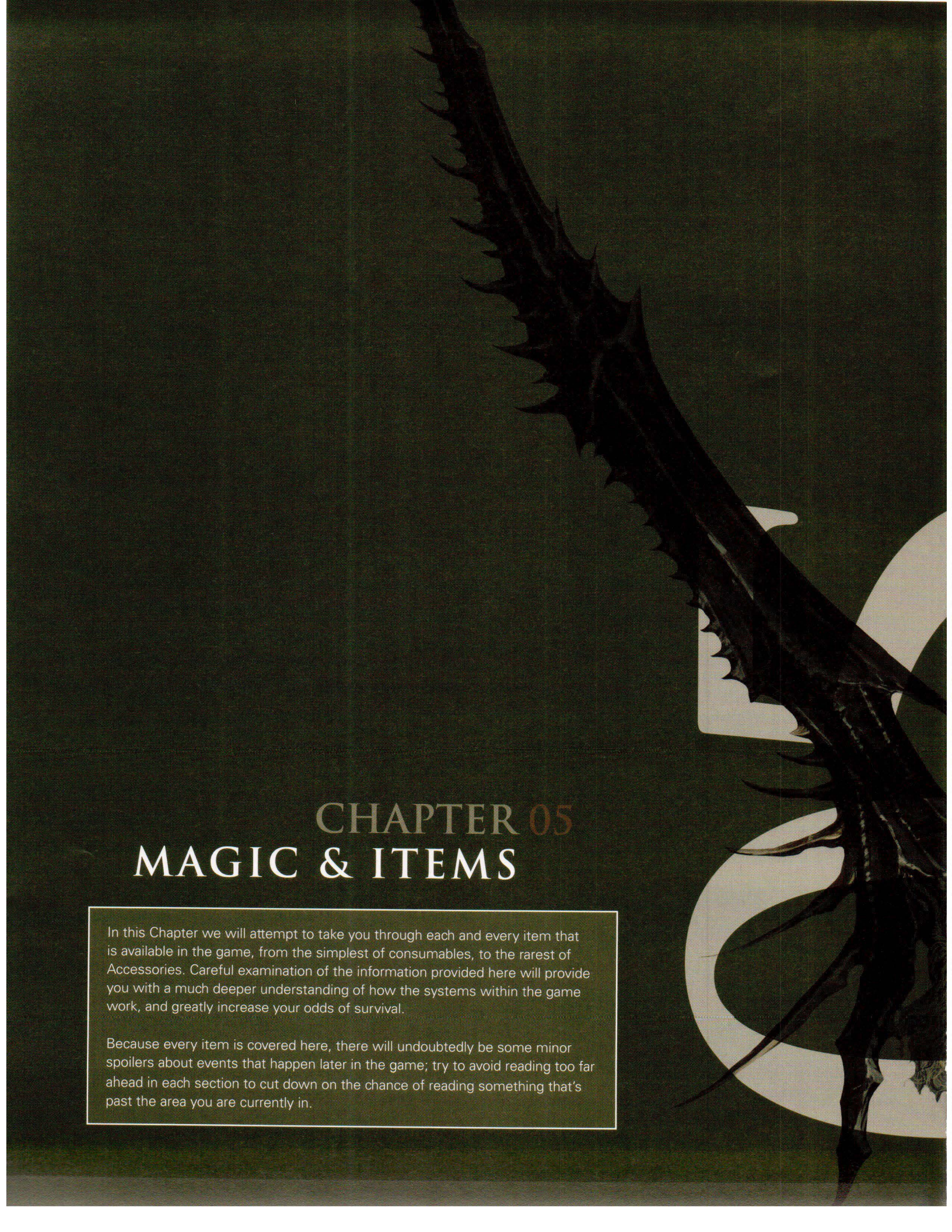
Witch Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Witch Hat	250	1.1	1000	Valley of Drakes/New Londo Ruins (1)	9	10	9	9	12	6	7	0	10	10	11
Witch Hat +5	250	1.1			14	16	14	14	19	9	11	0	13	13	14
Witch Cloak	250	4	1000	Valley of Drakes/New Londo Ruins (1)	33	37	33	33	43	20	26	0	36	36	12
Witch Cloak +5	250	4			51	57	51	51	67	31	40	0	46	46	15
Witch Gloves	250	1.7	1000	Valley of Drakes/New Londo Ruins (1)	14	16	14	14	18	9	11	0	16	16	6
Witch Gloves +5	250	1.7			22	24	22	22	28	14	17	0	20	20	8
Witch Skirt	250	2.5	1000	Valley of Drakes/New Londo Ruins (1)	20	22	20	20	27	12	17	0	23	23	8
Witch Skirt +5	250	2.5			31	34	31	31	42	19	26	0	29	29	10



Xanthous Set

Armor	Durability	Weight	Frampt Souls	Acquired from											
Xanthous Crown	400	5	100	Painted World Of Ariamis (1)	18	28	18	15	15	3	8	0	8	11	35
Xanthous Crown +5	400	5			28	43	28	24	23	5	12	0	10	14	44
Xanthous Overcoat	400	3.9	100	Painted World Of Ariamis (1)	32	36	32	29	37	7	23	0	22	29	0
Xanthous Overcoat +5	400	3.9			50	56	50	45	57	11	36	0	28	37	0
Xanthous Gloves	400	2.3	100	Painted World Of Ariamis (1)	18	20	18	16	22	4	14	0	12	18	0
Xanthous Gloves +5	400	2.3			28	31	28	25	34	6	22	0	15	23	0
Xanthous Waistcloth	400	4	100	Painted World Of Ariamis (1)	32	36	32	29	39	7	23	0	22	30	0
Xanthous Waistcloth +5	400	4			50	56	50	45	61	11	36	0	28	38	0



CHAPTER 05
MAGIC & ITEMS

In this Chapter we will attempt to take you through each and every item that is available in the game, from the simplest of consumables, to the rarest of Accessories. Careful examination of the information provided here will provide you with a much deeper understanding of how the systems within the game work, and greatly increase your odds of survival.

Because every item is covered here, there will undoubtedly be some minor spoilers about events that happen later in the game; try to avoid reading too far ahead in each section to cut down on the chance of reading something that's past the area you are currently in.



Consumables

The items in this section can, for the most part, all be equipped to your quick-select inventory so that they can be accessed without the need to go into your main menu. The items themselves range from restorative to offensive items and having a good mixture of both will ensure you are well prepared for most situations.

Recovery Items

Recovery items can cover anything from the highly prized Estus Flask that can used to restore your health, to different types of moss that can be sued to both cure, and help prevent different adverse status effects. Whenever you go into an area where you know there are enemies that can inflict a type of status effect, it is always a good idea to add the recovery item for it to your quick-select inventory. This way, should the worse happen and start to suffer the effects of the status, you can quickly remove it without having to enter the menu.



Bloodred Moss Clump

Frampt Souls	50
Acquired from	Undead Merchant (female) 300 Souls, Demonic Foilage (C)
Item Effect	Reduces Bleeding build-up



Blooming Purple Moss Clump

Frampt Souls	50
Acquired from	Undead Merchant (female) 1000 Souls, Demonic Foilage (B), Blowdart Sniper (C), Blighttown/Quelaag's Domain (3)
Item Effect	Reduces Poison and Toxin build-up, plus cures Toxin status if it is already inflicted



Divine Blessing

Frampt Souls	1000
Acquired from	Gift, Event: Drop the Ring of the Sun Princess in Hawk Girl's Nest, Rhea of Thorolund 1000 Souls, Patches 20000 Souls, Sen's Fortress (1), Anor Londo (1), Demon Ruins/Lost Izalith (2)
Item Effect	Fully restores all HP and curse all status effects



Egg Vermifuge

Frampt Souls	200
Acquired from	Event: Eingyi, Eingyi 1000 Souls, Tree Lizard (A), Painted World Of Ariamis (1)
Item Effect	Remove parasitic eggs from your body



Estus Flask

Frampt Souls	–
Acquired from	Event: Knight of Astora, Oscar, Drop: Knight of Astora, Oscar
Item Effect	Restores varying amounts of HP depending on level



Green Blossom

Frampt Souls	50
Acquired from	Crestfallen Merchant 1000 Souls, Frog-Ray (D)
Item Effect	Increases Stamina recovery rate for 60 seconds



Purging Stone

Frampt Souls	1000
Acquired from	Event: Siegmeyer of Catarina , Oswald of Carim 4000 Souls, Man-Eater Shell (C)
Item Effect	Reduces Curse build-up and breaks the Curse if it is already inflicted



Purple Moss Clump

Frampt Souls	50
Acquired from	Undead Merchant (female) 500 Souls, Demonic Foilage (C), Blowdart Sniper (M)
Item Effect	Reduces Poison and Toxin build-up, plus cures Poison status if it is already inflicted

Soul Items

All of the items here can be used to grant you an additional number of souls, which depending on the type used, can grant you anything from a small amount, up to extremely large numbers. Additional special boss souls can also be used to create unique and powerful weapons, so always think carefully before consuming one for the extra souls.



Soul of a Lost Undead

Frampt Souls	500
Acquired from	Event: Patches, Infested Ghoul (Blunt) (C), Undead Asylum (1), Firelink Shrine (6), Undead Burg/Undead Parish (3)
Item Effect	Use to receive 200 Souls



Large Soul of a Lost Undead

Frampt Souls	500
Acquired from	Infested Ghoul (Blunt) (C), Firelink Shrine (2), Undead Burg/Undead Parish (5)
Item Effect	Use to receive 400 Souls



Soul of a Nameless Soldier

Frampt Souls	500
Acquired from	Infested Ghoul (Blunt) (B), Undead Burg/Undead Parish (1), Depths (5), Valley of Drakes/New Londo Ruins (1)
Item Effect	Use to receive 800 Souls



Large Soul of a Nameless Soldier

Frampt Souls	500
Acquired from	Undead Burg/Undead Parish (1), Depths (2), Blighttown/Quelaag's Domain (2), The Great Hollow/Ash Lake (2), Darkroot Garden/Basin (3), Valley of Drakes/New Londo Ruins (3), Catacombs (3)
Item Effect	Use to receive 1000 Souls



Soul of a Proud Knight

Frampt Souls	500
Acquired from	Darkroot Garden/Basin (1), Blighttown/Quelaag's Domain (5), Painted World Of Ariamis (6), Valley of Drakes/New Londo Ruins (2), Catacombs (5), Demon Ruins/Lost Izalith (3)
Item Effect	Use to receive 2000 Souls



Large Soul of a Proud Knight

Frampt Souls	500
Acquired from	Blighttown/Quelaag's Domain (3), Sen's Fortress (2), Painted World Of Ariamis (3), Valley of Drakes/New Londo Ruins (4), Tomb Of The Giants (6), Demon Ruins/Lost Izalith (1)
Item Effect	Use to receive 3000 Souls



Soul of a Brave Warrior

Frampt Souls	500
Acquired from	Sen's Fortress (2), Painted World Of Ariamis (6), Darkroot Garden/Basin (1), Valley of Drakes/New Londo Ruins (1), The Duke's Archives/Crystal Cave (2), Tomb Of The Giants (3), Demon Ruins/Lost Izalith (7)
Item Effect	Use to receive 5000 Souls



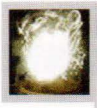
Large Soul of a Brave Warrior

Frampt Souls	500
Acquired from	Darkroot Garden/Basin (1), Sen's Fortress (1), The Duke's Archives/Crystal Cave (1), Demon Ruins/Lost Izalith (1)
Item Effect	Use to receive 8000 Souls



Soul of a Hero

Frampt Souls	1000
Acquired from	Event: Shiva of the East, Sen's Fortress (1), Anor Londo (2), The Duke's Archives/Crystal Cave (1), Tomb Of The Giants (2), Demon Ruins/Lost Izalith (1)
Item Effect	Use to receive 10000 Souls



Soul of a Great Hero

Frampt Souls	1000
Acquired from	The Duke's Archives/Crystal Cave (1), Demon Ruins/Lost Izalith (1)
Item Effect	Use to receive 20000 Souls



Soul of the Moonlight Butterfly

Frampt Souls	8000
Acquired from	Moonlight Butterfly (M) [Darkroot Garden]
Item Effect	Use to receive 1200 Souls, or convert into Moonlight Butterfly Horn/Crystal Ring Shield



Soul of Quelaag

Frampt Souls	10000
Acquired from	Quelaag (M)
Item Effect	Use to receive 8000 Souls, or convert into Quelaag's Furysword/Chaos Blade



Core of an Iron Golem

Frampt Souls	8000
Acquired from	Iron Golem (M)
Item Effect	Use to receive 12000 Souls, or convert into Golem Axe/Dragon Bone Fist



Soul of Ornstein

Frampt Souls	8000
Acquired from	Dragon Slayer Ornstein (Large) (M)
Item Effect	Use to receive 12000 Souls, or convert into Dragonslayer Spear



Soul of Smough

Frampt Souls	1
Acquired from	Executioner Smough (Lightning) (M)
Item Effect	Use to receive 12000 Souls, or convert into Smough's Hammer



Soul of Sif

Frampt Souls	4000
Acquired from	Sif, The Great Grey Wolf (M)
Item Effect	Use to receive 16000 Souls, or convert into Greatsword of Artorias/Greatsword of Artorias (cursed)/ Greatshield of Artorias



Soul of Gwyndolin

Frampt Souls	20000
Acquired from	Gwyndolin (M)
Item Effect	Use to receive 40000 Souls, or convert into Darkmoon Bow/Tin Darkmoon catalyst



Soul of Priscilla

Frampt Souls	15000
Acquired from	Priscilla The Crossbreed (M)
Item Effect	Use to receive 12000 Souls, or convert into Lifehunt Scythe



Soul of Gwyn, Lord of Cinder

Frampt Souls	40000
Acquired from	Gwyn, Lord Of Cinder (M)
Item Effect	Use to receive 20000 Souls, or convert into Great Lord Greatsword



Fire Keeper Soul

Frampt Souls	1000
Acquired from	Drop: Knight Lautrec of Carim, Drop: Lady of the Darkling, Drop: Daughter of Chaos, Undead Burg/Undead Parish (1), Blighttown/Quelaag's Domain (1), Valley of Drakes/New Londo Ruins (1), The Duke's Archives/Crystal Cave (1)
Item Effect	Can be used to increase the level of the Estus Flask by giving it to specific NPCs



Lord Soul

Frampt Souls	–
Acquired from	Bed of Chaos (M), Gravelord Nito (M)
Item Effect	Must be offered to the Lordvessel after it has been placed in the Firelink Altar.



Bequeathed Lord Soul Shard

Frampt Souls	–
Acquired from	Four Kings (M), Seath The Scaleless (M)
Item Effect	Must be offered to the Lordvessel after it has been placed in the Firelink Altar.

Offensive Items

This set of items covers all of the ones that you are able to use offensively against the different enemies in the game or other players. Most of these can be thrown, or have large areas of effect so they can easily make up for any shortcomings your equipped weapon may have.



Black Firebomb

Frampt Souls	50
Acquired from	Gift, Crestfallen Merchant 500 Souls, Undead Burg/Undead Parish (5)
Item Effect	Usage is identical to the standard Firebomb, but the blast radius and damage dealt are much larger. Fire ATK Damage: 250



Charcoal Pine Resin

Frampt Souls	50
Acquired from	Undead Merchant (female) 500 Souls
Item Effect	Weapons coated in this resin will gain an additional Fire ATK rating of 80 for 60 seconds.



Dung Pie

Frampt Souls	200
Acquired from	Undead Merchant (female) 200 Souls, Infested Barbarian (Boulder) (E), Infested Barbarian (Club) (E)
Item Effect	Can be thrown long distances, and while it inflicts no damage, it does have the ability to inflict Toxin onto enemies. Each use of the item does, however, build up your own toxicity levels so continued use is not recommended. Damage from the Toxin on this item is 7 HP per sec, for 600 seconds.



Dragon Head Stone

Frampt Souls	–
Acquired from	Covenant: Path to the Dragon
Item Effect	Equip to a spot in your quick select inventory, and then remove your helmet to transform your head into that of a dragon. Subsequent presses will release a fire breath attack that can be sustained by holding the button down.



Dragon Torso Stone

Frampt Souls	–
Acquired from	Covenant: Path to the Dragon
Item Effect	Similar to the Dragon Head Stone, but you must remove all armor before you can activate it. Using the item again will produce a roar that staggers enemies, and gives a temporary boost to attack



Firebomb

Frampt Souls	50
Acquired from	Undead Merchant (male) 50 Souls, Armored Zombie (Firebomb) (C), Firelink Shrine (6)
Item Effect	Can be thrown a moderate distance and causes a small explosion with average damage upon contact with an enemy. Fire ATK Damage: 180



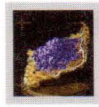
Gold Pine Resin

Frampt Souls	50
Acquired from	Domnhall of Zena 1000 Souls, Mushroom Man (Child) (B) [Darkroot Basin], Mushroom Man (Parent) (M) [Darkroot Basin], Undead Burg/Undead Parish (3)
Item Effect	Weapons coated in this resin will gain an additional Lightning ATK rating of 150 for 60 seconds.



Poison Throwing Knife

Frampt Souls	50
Acquired from	Undead Merchant (female) 100 Souls
Item Effect	These knives work the same as normal Throwing Knives, but also have the ability to inflict Poison on enemies for additional damage. Knife Damage: 60, Poison Damage: 4 HP per second for 180 seconds.



Rotten Pine Resin

Frampt Souls	50
Acquired from	Undead Merchant (female) 1000 Souls
Item Effect	Coating your weapon with this resin will enable it continuously build up an enemy's toxicity levels with each strike for 60 seconds. Poison Damage from this Resin is 3 HP per second for 180 seconds.



Throwing Knife

Frampt Souls	10
Acquired from	Undead Merchant (male) 10 Souls, Painting Guard (C), Undead Burg/Undead Parish (10)
Item Effect	Can be thrown at enemies from maximum lock-on range. Knife Damage: 100

Multiplayer Items

All of the items here can only be used when you are playing the game online. Their effects range from being able to summon another player into your game so that they can help you cooperatively, to banishing a troublesome Red Phantom that has invaded your game.



Black Eye Orb

Frampt Souls	–
Acquired from	Event: Anastacia of Astora, Anastacia Of Astora (M)
Item Effect	Found on the dead body of the Fire Keeper at the Firelink Shrine, use it in the great hall in Anor Londo to exact revenge on her killer.



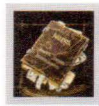
Blue Eye Orb

Frampt Souls	–
Acquired from	Covenant: Darkmoon
Item Effect	Acquired upon joining the Darkmoon Blades Covenant, this item can be used to invade the games of players in the Book of the Guilty.



Black Separation Crystal

Frampt Souls	–
Acquired from	All (default)
Item Effect	This item can be used to either send an ally in your world back to their own, or if you are in another player's world, it will return you to yours.



Book of the Guilty

Frampt Souls	–
Acquired from	Oswald of Carim 1000 Souls, Drop: Oswald of Carim
Item Effect	Can be used to check the names of players that have had an Indictment placed against them.



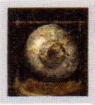
Cracked Red Eye Orb

Frampt Souls	500
Acquired from	Darkstalker Kaathe 3000 Souls, Firelink Shrine (4), Valley of Drakes/New Londo Ruins (6)
Item Effect	Use this item to invade the world of another player, but can only be used once.



Dragon Eye

Frampt Souls	–
Acquired from	Covenant: Path to the Dragon
Item Effect	Can be used to invade the world of a player that possesses a Dragon Scale, which you will acquire if you defeat them.



Eye of Death

Frampt Souls	500
Acquired from	Covenant: Gravelord Servant, Patches 3000 Souls, Basilisk (A), Catacombs (3), Tomb Of The Giants (3)
Item Effect	Using this item will lure a player from another world into your own



Indictment

Frampt Souls	50
Acquired from	Oswald of Carim 2000 Souls
Item Effect	If you are killed by another player, use this item to have their name added to the Book of the Guilty.



Orange Guidance Soapstone

Frampt Souls	–
Acquired from	Undead Merchant (male) 100 Souls, Drop: Undead Merchant (male)
Item Effect	This item allows you to either write, view or rate message that other players have left.



Red Eye Orb

Frampt Souls	–
Acquired from	Covenant: Darkwraith
Item Effect	The un-cracked version of this item still allows you to invade another player's world, but it can be used as often as you like.



Red Sign Soapstone

Frampt Souls	–
Acquired from	Painted World Of Ariamis (1)
Item Effect	Leave a Summon Sign that lets other players summon you into their world as a Red Phantom



Servant Roster

Frampt Souls	–
Acquired from	Eingyi 500 Souls, Drop: Eingyi
Item Effect	This item will allow you to check the current members of the Daughters of Chaos Covenant.



Souvenir of Reprisal

Frampt Souls	50
Acquired from	Crow Demon (A)
Item Effect	This item is coveted by the Blades of the Darkmoon and is taken as a trophy after defeating a guilty player.



White Sign Soapstone

Frampt Souls	–
Acquired from	Event: Solaire of Astora, Drop: Solaire of Astora
Item Effect	Leave a Summon Sign that lets other players summon you into their world as a Blue Phantom.

Miscellaneous Items

This group of items covers all of the ones that do not neatly fit into one of the above categories. The items featured here range from some of the most highly sought after items in the game, to some of the most useful for keeping your character in top fighting form.



Alluring Skull

Frampt Souls	50
Acquired from	Undead Merchant (female) 500 Souls, Undead Burg/ Undead Parish (4)
Item Effect	Can be used to lure the following enemies to specific areas for 5 seconds: Zombie, Armored Zombie, Undead Soldier, Elite Undead Guard, Elite Undead Archer, Heavy Knight, Undead Assassin, Butcher, Infested Ghoul, Blowdart Sniper, Infested Barbarian, Undead Crystal Soldier, Engorged Zombie, Phalanx, Undead Mage, Undead Merchant, Armored Tusk.



Armor Smithbox

Frampt Souls	–
Acquired from	Andre of Astora 2000 Souls
Item Effect	Once acquired, this item allows you to reinforce your armor while resting at a Bonfire.



Binoculars

Frampt Souls	–
Acquired from	Gift, Firelink Shrine (1)
Item Effect	When used, this item will give you a zoomed in view of the area you are looking at. Two additional levels of zoom can be achieved by pressing up in the D-Pad



Bottomless Box

Frampt Souls	–
Acquired from	Domnhall of Zena 1000 Souls
Item Effect	This item can be access while you are resting at a Bonfire and it can be used to store as many items as you wish. When viewing the contents of the box you can see how many of a particular item you have on you, and how many in storage to easily keep track of everything.



Copper Coin

Frampt Souls	1000
Acquired from	Event: Petrus of Thorolund
Item Effect	This item is given out as a reward, but it's only use is for feeding to Kingseeker Frampt



Dried Finger

Frampt Souls	–
Acquired from	Painted World Of Ariamis (1)
Item Effect	Greatly reduces the period of time between possible invasions of your world.



Gold Coin

Frampt Souls	5000
Acquired from	Mimic (M) [Anor Londo], Painted World Of Ariamis (1)
Item Effect	Can be fed to Kingseeker Frampt



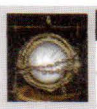
Homeward Bone

Frampt Souls	50
Acquired from	Undead Merchant (female) 800 Souls, Firelink Shrine (6)
Item Effect	Can be used to return to the last Bonfire you rested at from anywhere in the game.



Humanity

Frampt Souls	1000
Acquired from	Event: Patches, Event: Vagrant, Undead Merchant (female) 5000 Souls, Patches 10000 Souls, Large Undead Rat (A), Small Undead Rat (A), Snow Rat (A), Infested Ghoul (Blunt) (A), Pisaca (B), Skeleton Baby (B), Giant Undead Rat (M), Firelink Shrine (1), Undead Burg/ Undead Parish (2), Depths (1), Blighttown/Quelaag's Domain (1), Painted World Of Ariamis (2), Tomb Of The Giants (1), Valley of Drakes/New Londo Ruins (3), The Duke's Archives/Crystal Cave (1)
Item Effect	Receive one additional Humanity point upon use, as well as restore all HP.



Lloyd's Talisman

Frampt Souls	50
Acquired from	Undead Merchant (male) 500 Souls, Firelink Shrine (4)
Item Effect	Prevents the use of Estus Flasks within a small area for 25 seconds.



Lordvessel

Frampt Souls	–
Acquired from	Event: Gwynevere, Drop: Gwynevere
Item Effect	Allows for Warping between Bonfires once acquired, and must be placed in the Firelink Alter with enough Lord Souls to open the path to the Kiln of the first Flame.



Peculiar Doll

Frampt Souls	–
Acquired from	Undead Asylum (revisited) (1)
Item Effect	Required to gain access to the Painted World of Ariamis



Pendant

Frampt Souls	1000
Acquired from	Gift, Event: Rhea of Thorolund, Drop: Rhea of Thorolund
Item Effect	Can be used to exchange for an item with Hawk Girl



Prism Stone

Frampt Souls	10
Acquired from	Undead Merchant (female), Patches 10 Souls, The Duke's Archives/Crystal Cave (20)
Item Effect	Can be dropped on the floor to leave a trail that can be easily followed, or dropped to gauge the height of a fall.



Repairbox

Frampt Souls	–
Acquired from	Undead Merchant (male) 3000 Souls, Andre of Astora 2000 Souls
Item Effect	Allows for Repairing of weapons and armor while resting at a Bonfire.



Repair Powder

Frampt Souls	50
Acquired from	Undead Merchant (male) 500 Souls
Item Effect	Using this item will immediately restore the Durability of the weapon in your characters right hand, without the need of a Blacksmith or Repairbox.



Rite of Kindling

Frampt Souls	–
Acquired from	Pinwheel (M) [Catacombs]
Item Effect	This item allows you to Kindle Bonfires past their normal threshold to reap even more benefits from them when resting.



Rubbish

Frampt Souls	–
Acquired from	Undead Burg/Undead Parish (1)
Item Effect	Can be used to exchange for an item with Hawk Girl



Sunlight Medal

Frampt Souls	200
Acquired from	Event: Knight Lautrec of Carim, Drop: Solaire of Astora, Anor Londo (3), Defeat a boss with Knight Lautrec on your side
Item Effect	These medals are used to increase the Covenant with Solaire of Astora



Silver Coin

Frampt Souls	3000
Acquired from	Mimic (M) [Anor Londo]
Item Effect	Feed to Kingseeker Frampt in return for Souls



Transient Curse

Frampt Souls	50
Acquired from	Undead Merchant (female) 4000 Souls, Ghost (Female) (B), Ghost (Male) (B), Valley of Drakes/New Londo Ruins (6)
Item Effect	Using this item will allow you inflict damage to the Ghosts in the New Londo Ruins for 300 seconds.



Twin Humanities

Frampt Souls	2000
Acquired from	Event: Patches, Patches 20000 Souls, Drop: Oswald of Carim, Dusk of Oolacille, Undead Burg/Undead Parish (1), The Great Hollow/Ash Lake (1), Demon Ruins/Lost Izalith (1)
Item Effect	Gain an additional two Humanity Points, and fully restore all HP



Weapon Smithbox

Frampt Souls	–
Acquired from	Andre of Astora 2000 Souls
Item Effect	Allows for the reinforcement of weapons while resting at a Bonfire.

Reinforcement Materials

Reinforcement is an essential part of the Dark Souls experience, and players who do not spend adequate time increasing the level of both their weapon, and armor, will almost certainly find themselves running into trouble later in the game. To get the most out of your weapons, you will need to scour the game to acquire Titanite in its different forms, and help stoke the fires of the different blacksmiths with unique Embers to create unique and powerful weapons.

Along with the different forms of normal Titanite, you can also come across rare and unique variations such as Demon Titanite, or other exotics materials such as Dragon Scale that are used to reinforce equally rare and powerful weapons. Without going out of your way to collect the different Embers, however, the abilities of the blacksmiths will be severely diminished, and they will only be able to do the most basic of reinforcements.

Titanite Shards



Titanite Shard

Frampt Souls	50
For Weapon Type + Level	Standard +5
Acquired from	Event: Forest Hunter: Hunt Reward, Crestfallen Merchant 1000 Souls, Andre of Astora 800 Souls, Elite Undead Archer (A) [Undead Parish], Elite Undead Guard (Rapier) (A) [Undead Parish], Elite Undead Guard (Sword) (A) [Undead Parish], Elite Undead Guard (Rapier) (C) [Sen's Fortress], Elite Undead Archer (C) [Sen's Fortress], Elite Undead Guard (Sword) (C) [Sen's Fortress], Heavy Knight (Mace) (M) [Undead Parish], Armored Soldier (Crossbow) (S), Undead Soldier (Spear) (S) [except in Undead Asylum]



Large Titanite Shard

Frampt Souls	50
For Weapon Type + Level	Standard +10, Raw +5
Acquired from	Event: Forest Hunter: Hunt Reward, Crestfallen Merchant 4000 Souls, Elite Undead Archer (A) [Sen's Fortress], Elite Undead Guard (Sword) (A) [Sen's Fortress], Elite Undead Guard (Rapier) (A) [Sen's Fortress], Slime (A), Depths (1), Blighttown/Quelaag's Domain (2), Sen's Fortress (6)



Green Titanite Shard

Frampt Souls	50
For Weapon Type + Level	Magic/Divine/Fire +5
Acquired from	Event: Forest Hunter: Hunt Reward, Crestfallen Merchant 5000 Souls, Burrowing Maggot (C), Crystal Lizard (C) [The Great Hollow/Ash Lake, The Duke's Archives/Crystal Cave, Catacombs, Tomb of the Giants, Lost Izalith], Blighttown/Quelaag's Domain (1), Valley of Drakes/New Londo Ruins (1), Catacombs (1), Demon Ruins/Lost Izalith (6)

Titanite Chunks



Titanite Chunk

Frampt Souls	50
For Weapon Type	Standard +14, Crystal +4, Lightning +4
Acquired from	Event: Forest Hunter: Hunt Reward, Sentinel (Normal) (A), Darkwraith (B), Crystal Lizard (C) [The Great Hollow/Ash Lake], Crystal Lizard (E) [Undead Burg, Darkroot Garden], Giant (Slave) (M), Black Knight (Sword) (M) [Undead Burg, Kiln of the First Flame], Black Knight (Greatsword) (M) [Undead Parish], Anor Londo (1), The Great Hollow/Ash Lake (2), Valley of Drakes/New Londo Ruins (2)



Blue Titanite Chunk

Frampt Souls	50
For Weapon Type	Magic +9, Enchanted +4
Acquired from	Event: Forest Hunter: Hunt Reward, Crystal Golem (Blue) (A), Moonlight Butterfly (B) [The Duke's Archives/Crystal Cave], Crystal Lizard (C) [The Great Hollow/Ash Lake], Crystal Lizard (E) [The Duke's Archives/Crystal Cave], Black Knight (Spear) (M) [Darkroot Garden, Kiln of the First Flame], The Great Hollow/Ash Lake (2), The Duke's Archives/Crystal Cave (3)



Red Titanite Chunk

Frampt Souls	50
For Weapon Type	Fire +9, Chaos +4
Acquired from	Burrowing Maggot (A), Chaos Eater (B), Crystal Lizard (C) [The Great Hollow/Ash Lake], Crystal Lizard (E) [Lost Izalith], Black Knight (Greatsword) (M) [Kiln of the First Flame], Black Knight (Sword) (M) [Undead Asylum (revisited)], Chaos Bug (S), The Great Hollow/Ash Lake (2), Demon Ruins/Lost Izalith (2)



White Titanite Chunk

Frampt Souls	50
For Weapon Type	Divine +9, Occult +4
Acquired from	Event: Forest Hunter: Hunt Reward, Bone Tower (A), Crystal Lizard (C) [The Great Hollow/Ash Lake], Crystal Lizard (E) [Catacombs, Tomb of the Giants], Black Knight (Axe) (M), Black Knight (Spear) (M) [Tomb of the Giants], Chaos Eater (S), The Great Hollow/Ash Lake (2), Tomb Of The Giants (3)

Titanite Slabs



Titanite Slab

Frampt Souls	50
For Weapon Type	Standard +15, Crystal/Lightning +5
Acquired from	Event: Sieglinde of Catarina, Crystal Lizard (C) [The Great Hollow/Ash Lake], Stray Demon (M), Darkwraith (S)



Blue Titanite Slab

Frampt Souls	50
For Weapon Type	Magic +10, Enchanted +5
Acquired from	Moonlight Butterfly (S) [The Duke's Archives/Crystal Cave], The Duke's Archives/Crystal Cave (1)



Red Titanite Slab

Frampt Souls	100
For Weapon Type	Fire +10, Chaos +5
Acquired from	Chaos Eater (S), Demon Ruins/Lost Izalith (1)



White Titanite Slab

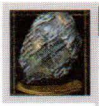
Frampt Souls	50
For Weapon Type	Divine +10, Occult +5
Acquired from	Tomb Of The Giants (1)

Unique Materials



Demon Titanite

Frampt Souls	100
For Weapon Type	Weapons born from special souls +5
Acquired from	Prowling Demon (M), Anor Londo (4)



Dragon Scale

Frampt Souls	100
For Weapon Type	Dragon weapons +5
Acquired from	Hydra (M), Undead Dragon (M) [Painted World of Ariamis], Wyvern (S), Blighttown/Quelaag's Domain (1), The Great Hollow/Ash Lake (3)



Twinkling Titanite

Frampt Souls	100
For Weapon Type	Special weapons that cannot be reinforced normally +5
Acquired from	Man-Eater Shell (B) [The Great Hollow/Ash Lake], Crystal Lizard (M), Man-Eater Shell (M) [The Duke's Archives/Crystal Cave], Anor Londo (1), The Duke's Archives/Crystal Cave (3)

Embers



Large Ember

Frampt Souls	
Blacksmith Required	Andre of Astora
Acquired from	Depths (1)



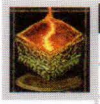
Very Large Ember

Frampt Souls	
Blacksmith Required	Andre of Astora
Acquired from	Valley of Drakes/New Londo Ruins (1)



Crystal Ember

Frampt Souls	
Blacksmith Required	Giant Blacksmith
Acquired from	The Duke's Archives/Crystal Cave (1)



Large Flame Ember

Frampt Souls	
Blacksmith Required	Vamos
Acquired from	Demon Ruins/Lost Izalith (1)



Chaos Flame Ember

Frampt Souls	
Blacksmith Required	Vamos
Acquired from	Demon Ruins/Lost Izalith (1)



Large Magic Ember

Frampt Souls	
Blacksmith Required	Rickert of Vinheim
Acquired from	The Duke's Archives/Crystal Cave (1)



Enchanted Ember

Frampt Souls	
Blacksmith Required	Rickert of Vinheim
Acquired from	Darkroot Garden/Basin (1)



Divine Ember

Frampt Souls	
Blacksmith Required	Andre of Astora
Acquired from	Darkroot Garden/Basin (1)



Large Divine Ember

Frampt Souls	
Blacksmith Required	Andre of Astora
Acquired from	Tomb Of The Giants (1)



Dark Ember

Frampt Souls	
Blacksmith Required	Andre of Astora
Acquired from	Painted World Of Ariamis (1)

Keys

During your journey through the many different locations within Dark Souls, you will often come across many doors that you will be unable to open at first. While some of these doors can be opened from another location, or from behind, most require the use of keys. Nearly all keys only open one specific lock, but even after it has been used, it will still remain in your inventory should you need to check it again.

The main exception to the other keys is the Master Key, which can be used to open numerous different doors throughout the game. To make keeping track of the large number of keys easier, this list has been split up according to the different areas within the game so that you can quickly find the one you are looking for.

Master Key



Master Key

Acquired from	Thief (default), Gift
Where to use	Opens any basic lock

Regular Keys

Undead Asylum



Dungeon Cell Key

Acquired from	Undead Asylum (1)
Where to use	Needed to escape from the prison at the beginning of the Undead Asylum.



Big Pilgrim's Key

Acquired from	Event: Knight of Astora, Oscar, Asylum Demon (M), Drop: Knight of Astora, Oscar
Where to use	Needed to open the large door in the boss chamber of the Undead Asylum.



Undead Asylum F2 East Key

Acquired from	Event: Knight of Astora, Oscar, Drop: Knight of Astora, Oscar
Where to use	Needed to open the gate on the eastern side of the second floor in the Undead Asylum.

Undead Burg



Basement Key

Acquired from	Undead Burg/Undead Parish (1)
Where to use	Needed to open the door near the bridge with Hellkite, that leads down to the Lower Section of the Undead Burg .



Crest of Artorias

Acquired from	Andre of Astora 20000 Souls, Drop: Andre of Astora
Where to use	Needed to open the large door near the start of the Darkroot Garden. This negates the need to circle around the Garden as you go through the Basin.



Key to Depths

Acquired from	Capra Demon (M) [Undead Burg/Lower Section]
Where to use	Needed to open the door in the Lower Section of the Undead Burg that leads down to the Depths.



Mystery Key

Acquired from	Undead Burg/Undead Parish (1)
Where to use	Needed to save Knight Lautrec of Carim, who is in a small cell on the second floor in the church located in the Undead Parish.



Residence Key

Acquired from	Undead Merchant (male) 1000 Souls, Drop: Undead Merchant (male)
Where to use	Needed to open the two locked residences in the Undead Burg. One is in the Main Section, and the other in the Lower Section.

Depths



Blighttown Key

Acquired from	Gaping Dragon (M)
Where to use	Needed to enter Blighttown.



Sewer Chamber Key

Acquired from	Depths (1)
Where to use	Needed to enter the room with the Bonfire in the Depths.

Blighttown



Key to New Londo Ruins

Acquired from	Blighttown/Quelaag's Domain (1)
Where to use	Needed to open the gate between the New Londo Ruins and Valley of Drakes.

Sen's Fortress



Cage Key

Acquired from	Sen's Fortress (1)
Where to use	Needed to open various locked cages in Sen's Fortress.

Painted World of Ariamis



Annex Key

Acquired from	Painted World Of Ariamis (1)
Where to use	Needed to enter the storage annex in the Painted World of Ariamis.

Darkroot Garden



Watchtower Basement Key

Acquired from	Darkroot Garden/Basin (1)
Where to use	Needed to open the door leading from the bottom of the watchtower in the Undead Burg's Main Section to the Darkroot Basin.

New Londo Ruins



Key to the Seal

Acquired from	Event: Ingward, Drop: Ingward
Where to use	Needed to open the gate that gives access to the lever, controlling the giant door holding back the water in the New Londo Ruins.

The Duke's Archive



Archive Tower Cell Key

Acquired from	Serpent Soldier (Key) (M)
Where to use	Needed to escape from the prison after battling against Seath in Duke's Archives.



Archive Tower Giant Door Key

Acquired from	The Duke's Archives/Crystal Cave (1)
Where to use	Needed to escape from the Duke's Archives, Archive Tower.



Archive Tower Giant Cell Key

Acquired from	The Duke's Archives/Crystal Cave (1)
Where to use	Needed to open the giant cell at the bottom of the Archive Tower in the Duke's Archives.



Archive Prison Extra Key

Acquired from	The Duke's Archives/Crystal Cave (1)
Where to use	Needed to open up a number of prison cells within the Archive Tower.

Firelink Altar



Undead Asylum F2 West Key

Acquired from	Firelink Shrine (1)
Where to use	Needed to open the gate on the western side of the second floor in the Undead Asylum.

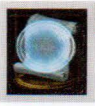
Sorcery

There are three main schools of Sorcery in Dark Souls: Magic, Pyromancy and Miracles. Each of them require different items and statistics to wield effectively, but they can all be extremely deadly when used correctly. At the start of the game only the Sorcerer can use Magic, Pyromancer can use Pyromancy and the Cleric can use miracles. But as you progress through the game, you will be able to acquire the tools to use any type of Sorcery with any class.

Magic

Magic is the most well rounded of the three schools, offering plenty of offensive spells, and a number of useful spells for controlling elements of the environment. Most of the lower and mid-level offensive spells usually come with a large number of uses also, which allows them to be used far more liberally than those of the Pyromancer. Each offensive spell has a unique damage value similar to weapons, and the overall damage is a combination of that number, modified by your Intelligence and the Catalyst you have equipped.

Some Catalysts, however, work on Faith rather than Intelligence, which can be especially useful for high level Clerics. Casting times for the different spells vary greatly, even within the same group of spells, so finding your own preference will be crucial and changing your equipped spells for different situations is highly recommended. If you know the enemy you are going up against is slow moving, then you may want to sacrifice casting time for additional strength, and vice-versa for fast moving targets.



Aural Decoy

Uses	20	**Att. Slots**	1	**Min. INT**	10
Acquired from	Griggs of Vinhelm 1000 Souls				

With the Aural Decoy you are able to lure enemies to a specific location by casting a sound generating beam of energy to a fixed point. You can cast this spell over great distances and it can be extremely effective for luring troublesome enemies into areas that allow you to fight them more easily. Even if you are already engaged in combat with an enemy, casting this spell will cause them to break off and go to investigate it. The sound only lasts for 30 seconds, however, so you will only have a small window to take advantage of it.



Cast Light

Uses	3	**Att. Slots**	1	**Min. INT**	14
Acquired from	Dusk of Oolacille 1000 Souls				

As the name suggests, this spell is used to create a large amount of additional light, which emanates from your character and can be used to help navigate extremely dark places such as Blighttown. While you may only get three uses of this spell, each one does last for 5 minutes, which means you still get quite a lot of time for each cast.



Chameleon

Uses	11	Att. Slots	1	Min. INT	14
Acquired from	Dusk of Oolacille 3000 Souls				

Once cast, the Chameleon spell will select an appropriate item from the surrounding environment and transform your character into it. From that point on, as long as you do not attack or perform any actions, you will remain camouflaged as the item, and can even move around. The primary use for this spell is during encounters with other players, where you can use it to confuse them by blending in with the environment and then gain the upper hand by landing the first blow. This spell can also work on the normal enemies within the game, but only if they do not see you cast the spell or move around as the item, which severely hampers its effectiveness.



Fall Control

Uses	10	Att. Slots	1	Min. INT	15
Acquired from	Griggs of Vinhelm 1500 Souls				

While the effects of this spell are active, you will not take any damage from falling providing the height is less than 20 meters



Hidden Body

Uses	3	Att. Slots	1	Min. INT	14
Acquired from	Dusk of Oolacille 2000 Souls				

The Hidden Body spell will cause the casters body to become almost fully transparent, making it extremely hard for invading players to detect them. This spell is especially useful in areas with low lighting to make detection even harder for the invading player. The spell only lasts for 30 seconds, however, so it is best used to set up quick hit-and-run attacks.



Hidden Weapon

Uses	3	Att. Slots	1	Min. INT	14
Acquired from	Dusk of Oolacille 2000 Souls				

Hidden Weapon works on similar principals to the Hidden Body spell, but instead of your whole body becoming invisible, only the weapon in your right hand does. The benefit of this is that it makes it very difficult for an invading player to judge what weapon you have equipped, making it harder for them to defend against it. This spell also lasts for a full 60 seconds, double that of the Hidden Body, so it is better suited to longer encounters.



Homing Soulmass

Uses	10	Att. Slots	1	Min. INT	18
Acquired from	Griggs of Vinhelm [Duke's Archives], Big Hat Logan 20000 Souls				



Homing Crystal Soulmass

Uses	10	Att. Slots	1	Min. INT	24
Acquired from	Big Hat Logan [Duke's Archives] 30000 Souls				

Casting of either of the Soulmass spells will cause a number of glowing orbs of energy to hover around your character. The exact number of orbs depends on how high your Intelligence is, with two being the least you will see, and five being the maximum. Once the orbs are in place, they will stay there indefinitely, and since their target acquisition is automatic, you can use them as a form of early warning system if you constantly have them active. Even if you rest at a Bonfire you will still keep any active orbs that you have. You will need to be careful, however, when moving through narrow spaces, because if the orbs come into contact with anything in the environment they will be destroyed. Similarly, if you have one group of orbs active, and cast the spell again, the previous set will disappear and have been wasted.



Hush

Uses	6	Att. Slots	1	Min. INT	15
Acquired from	Drop: Griggs of Vinheim, Sen's Fortress (1)				

While this spell is active, all general movement noise from the caster will be masked for 30 seconds. Sound from jumping or swinging a weapon can still be heard, however, so make sure you do not give your position away prematurely. This spell is also very useful for combating normal enemies, because it can easily mask your approach and let you get the upper hand on them.



Magic Shield

Uses	5	Att. Slots	1	Min. INT	10
Acquired from	Griggs of Vinhelm, Big Hat Logan 3000 Souls				



Strong Magic Shield

Uses	3	Att. Slots	1	Min. INT	15
Acquired from	The Duke's Archives/Crystal Cave (1)				

Magic Shield allows you to augment your normal shield so that it can withstand high degrees of magic damage. The normal Magic Shield will reduce this damage to only 30% of normal, and the Great Magic Shield will reduce it completely, so you will take no damage while blocking any magic attack. Both of these spells only have a duration of 25 seconds, however, which makes their usages somewhat limited because casting it in the middle of a boss fight where it is usually most needed, is not easy.



Magic Weapon

Uses	5	Att. Slots	1	Min. INT	10
Acquired from	Griggs of Vinhelm, Big Hat Logan 3000 Souls				



Great Magic Weapon

Uses	3	Att. Slots	1	Min. INT	15
Acquired from	Anor Londo (1)				



Crystal Magic Weapon

Uses	3	Att. Slots	1	Min. INT	25
Acquired from	Big Hat Logan [Duke's Archives] 20000 Souls				

Similar to the Magic Shield, Magic Weapon imbues the weapon equipped in your right hand with additional Magic Attack properties. The base version of this spell with give your weapon a Magic Attack rating of 80, the Great version ups that to 110, and the Crystal version is the strongest at 140. Any weapons that already have additional properties cannot be augmented by this spell, so you will need to select your weapon carefully. All variations of this spell also have a duration of 60 seconds, which enables you to cast them before a boss fight and still have time to make use of the effects.



Repair

Uses	1	Att. Slots	1	Min. INT	14
Acquired from	Dusk of Oolacille 10000 Souls				

The Repair spell can be used at any time and it fully repairs all equipped weapons and armor. The effects are similar to using Repair Powders, but you get the added benefit of having everything repaired in one go at no cost. Because you only have one use at a time, however, it is best saved for critical situations, such as battles against invading players where you may need to repair your equipment quickly.



Resist Curse

Uses	4	Att. Slots	1	Min. INT	16
Acquired from	Ingward 5000 Souls				

Similar to a Purging Stone, this spell will allow you to break the effects of a Curse once it has taken over your character, and lower the buildup of the Curse effect in your resistance gauge before it can take effect.



Remedy

Uses	4	Att. Slots	1	Min. INT	16
Acquired from	Blighttown/Quelaag's Domain (1)				

Remedy provides a full cure for any form of Poison or Bleeding effects, and instantly reduces their build up to zero. Because it effectively takes the places of a number of restorative items, you can equip this spell when heading into a variety of different areas or combat situations, and have confidence that you can deal with any statuses.



Soul Arrow

Uses	30	Att. Slots	1	Min. INT	10
Acquired from	Sorcerer (default), Griggs of Vinhelm, Big Hat Logan 1000 Souls, Rickert of Vinheim 2000 Souls				



Great Soul Arrow

Uses	20	Att. Slots	1	Min. INT	14
Acquired from	Griggs of Vinhelm, Big Hat Logan 6000 Souls				



Heavy Soul Arrow

Uses	12	Att. Slots	1	Min. INT	12
Acquired from	Griggs of Vinhelm, Big Hat Logan 2000 Souls, Rickert of Vinheim 4000 Souls				



Great Heavy Soul Arrow

Uses	8	Att. Slots	1	Min. INT	16
Acquired from	Griggs of Vinhelm, Big Hat Logan 8000 Souls				

The Soul Arrow group of spells are a general-purpose selection offensive spells that have something for every combat situation. All of the spells have excellent range, so they can be used to attack most enemies from well outside of their attack range. The more powerful variations of the Soul Arrow have significantly longer casting times than the weaker versions, so you must be sure that your target will not evade the spell once it is cast. The slowness of the stronger Soul Arrows does mean that their usefulness against invading players can be limited, and they are best used as an opening attack before the other player knows your location. Against targets that cannot evade them effectively, however, such as bosses, the Heavy Soul Arrows can be devastating and inflict massive amounts of damage.



Soul Spear

Uses	4	Att. Slots	1	Min. INT	36
Acquired from	Griggs of Vinhelm [Duke's Archives], Big Hat Logan 40000 Souls				



Crystal Soul Spear

Uses	4	Att. Slots	1	Min. INT	44
Acquired from	Big Hat Logan [Duke's Archives] 50000 Souls				

The Soul Spears are an improved version of the Soul Arrow that features even higher attack power than the Heavy Soul Arrows, without their slow casting time. This combination of power and speed makes the Soul Spears one of the best spells in the game against both bosses and invading players. Their only limiting factor is the low number of uses that each one has, and if you have enough Attunement slots, it is well worth equipping both types to increase your offensive capabilities dramatically.



White Dragon Breath

Uses	20	Att. Slots	1	Min. INT	50
Acquired from	Drop: Big Hat Logan (final)				

This spell is extremely similar to the one used by Seath the Scaleless, in that it causes crystal shards to form up out of the ground and travel along a straight line. This version does not cause curse, however, but it does have a number of unique properties that make it one of the most useful offensive spells in the game. Unlike nearly all other spells, the White Dragon Breath actually follows the terrain, rather than impacting with it and coming to a stop. This means that you are able to cast the spell up and down hills or stairs, without having to lock onto a target to adjust trajectory. Having this extra layer of freedom allows you to set up much better ambushes around these areas, because you can fire the spell directly at the foe before you can lock onto them and have it still travel towards them. The White Dragons Breath can also go through an entire group of enemies and damage them all, unlike other spells that only hit one target.

Pyromancy

Pyromancy is focused on harnessing the elemental forces of fire to create a number of powerful and unique spells through the Pyromancy Flame. Whereas Magic tends to favor long range combat, Pyromancy is most effective in close to mid ranged situations, meaning you have to get a lot closer to your target for it to be effective. Overall, Pyromancy spells tend to have a slightly slower casting speed too, which makes timing them quite a bit more difficult.

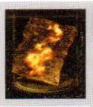
To offset this, however, most Pyromancy spells have an excellent area of effect and those spells in the Chaos branch, can often leave behind lingering lava pools for additional damage. Chaos spells also gain additional strength as you acquire more Humanity. Both of these factors make them excellent against invading players, providing you do not give them an opening with the slow cast time. As well as normal damage, Pyromancy spells can also inflict status effects to further hamper your opponent, and leave him severely weakened.



Acid Surge

Uses	2	Att. Slots	1		
Acquired from	Painted World Of Ariamis (1)				

Acid Surge creates a large cloud that lasts for 8 seconds, and anything caught within it will have its weapon and armor durability severely diminished. Although this effect is minimal against the normal enemies of the game, where it truly shines is against other players. By casting this spell on another player, you can greatly diminish the war of attrition and put the odds of victory severely in your favor. It will not take long for the effects of this spell to totally destroy the other player's equipment, and if they do not have the means to restore it straight away, you are all but assured victory.



Combustion

Uses	16	Att. Slots	1
Acquired from	Laurentius of the Great Swamp, Quelaana of Izalith 500 Souls		



Great Combustion

Uses	8	Att. Slots	1
Acquired from	Quelaana of Izalith 5000 Souls		

While the Combustion spells may have less range than some melee weapons, they can still be useful in the right circumstances. Against some enemies in the game who have high physical defense, you can often be better off using a spell such as this over your normal weapon. It can also be effective against other players because it can be cast relatively quickly; even if they block it, unless they have a shield that has high fire protection, they will still take a good amount of damage.



Fireball

Uses	8	Att. Slots	1
Acquired from	Pyromancer (default), Laurentius of the Great Swamp, Quelaana of Izalith 800 Souls		



Fire Orb

Uses	6	Att. Slots	1
Acquired from	Laurentius of the Great Swamp, Quelaana of Izalith 8000 Souls		



Great Fireball

Uses	4	Att. Slots	1
Acquired from	Quelaana of Izalith 20000 Souls		



Great Chaos Fireball

Uses	4	Att. Slots	2
Acquired from	Covenant: Chaos Servant		

The Fireball Group of spells have by far the greatest range of all the Pyromancer spells, and for that reason alone they are a worthy addition to your equipped spells. The casting time for all of them is roughly the same, so there is no penalty for the increased power other than the lower number of uses. All of these spells have an area of effect outside of the initial impact zone, with the area getting larger on the more powerful versions. The extra leeway the area of effect creates means that these spells can still be effective on faster moving targets. This is especially true for the Great Chaos Fireball, which has the added effect of creating pools of lava around its impact area for a short period of time. The lava doesn't hurt your character all, but anything else that touches it will take immediate damage so it can be very effective for blocking off narrow passageways or staircases.



Firestorm

Uses	20	Att. Slots	1
Acquired from	Quelaana of Izalith 30000 Souls		



Fire Tempest

Uses	20	Att. Slots	1
Acquired from	Event: Quelaana of Izalith, Drop: Quelaana of Izalith		



Chaos Storm

Uses	20	Att. Slots	2
Acquired from	Covenant: Chaos Servant		

The Firestorm spells have quite a slow casting time, but their huge area of effect more than make up for that. As soon as the spell is cast, flame pillars will erupt out of the ground in a large radius around the player. The actual positioning of the pillars is slightly random, but this just makes them harder for enemies to avoid, especially as they are likely to evade straight into another pillar. With each level of the spell the radius and size of the pillars increase, making it even more deadly, and like other Chaos spells, Chaos Storm will leave behind residual lava with every pillar. If an enemy gets hit directly by one of the pillars, it will also knock them back some distance, which allows you to move in for a quick strike before they can recover. The one downside is that while 20 uses may seem like a lot, that number is per pillar, and one cast uses 17 pillars, meaning you only get one full, and one partial cast before you run out.



Fire Surge

Uses	80	Att. Slots	1
Acquired from	Engorged Zombie (Pyromancer) (M)		

Fire Surge is a unique spell in that you can keep the attack button pressed to keep the spell going until you run out of uses. A simple tap of the attack button will only take 1 of your uses away, and create a small flame similar to Combustion. If you hold the attack button down, however, you will be able to produce a continuous stream of flame from your hand and still be able to move around. Even with its limited range, if you get close to an enemy and manage to start casting this spell, you can easily follow their movements so that it is nearly impossible for them to avoid taking some damage.



Fire Whip

Uses	80	Att. Slots	1
Acquired from	Quelaana of Izalith 10000 Souls		



Chaos Fire Whip

Uses	80	Att. Slots	2
Acquired from	Demon Ruins/Lost Izalith (1)		

In many respects Fire Whip can be thought of as a stationary fire Surge. Once you start casting this spell, your character will being tracing a stream of flames through the area, the pattern of which changes depending on how the camera is orientated. The range of the spell is slightly greater than Fire Surge, but you are unable to move while casting it. You also cannot move while casting, which makes it much better suited to narrow area where it will be hard to avoid. Each cast of the spell will take away 21 of your uses, so even though the 80 uses may look high, you do not actually get many casts.



Flash Sweat

Uses	3	Att. Slots	1
Acquired from	Laurentius of the Great Swamp 2000 Souls		

Flash Sweat causes the character to start prolifically sweating, which helps cool them down and reduce any fire damage by 45%. The duration of the spell is roughly 60 seconds, and it has no adverse effects on your movement, so it can be very useful anytime you go into an area where a lot of enemies do fire damage.



Iron Flesh

Uses	3	Att. Slots	1
Acquired from	Laurentius of the Great Swamp 2000 Souls		

Iron Flesh is one of the more unique Pyromancy spells, and gives the caster a totally different way of handling some of the tougher fights in the game. Once activated, the casters body will become encased in metal and only receive 30% of any incoming damage. The one exception to this is lightning based damage, which due to the metallic body actually gets increased by 45%. As well as the damage reduction you will also be highly unlikely to be knocked out of your attacks, or knocked over, which is what makes it such an excellent spell for boss fights. The other downside to the spell is that it greatly reduces your movement speed, so much so that it is very impractical to use on anything but the slowest or biggest enemies.



Poison Mist

Uses	3	Att. Slots	1	
Acquired from	Eingyi 10000 Souls, Blighttown/Quelaag's Domain (1)			

Similar to Acid Surge, Poison Mist creates a toxic cloud in front of the player once cast, which remains in place for 8 seconds. Anything caught inside the mist will start building up Poison in their system, and once infected, they will take 3 damage every 0.8 seconds. For 180 seconds.



Power Within

Uses	1	Att. Slots	1	
Acquired from	Blighttown/Quelaag's Domain (1)			

The Power Within is another unique buff spell for Pyromancers, that lets them dramatically increase their physical attack power for 100 seconds. During this time all attacks will receive a 40% increase to their power, and Stamina recovery rate will also be increased. The downside comes in the form of constant damage at the rate of 1% of your total HP every second for as long as the spell is active. It is also worth noting that this spell cannot be used in conjunction with other spells that are used to increase your capabilities, such as Iron Flesh.



Toxic Mist

Uses	1	Att. Slots	1	
Acquired from	Eingyi 25000 Souls			

A more powerful version of Poison Mist, Toxic Mist is used in exactly the same manner as Poison Mist, just with greater benefits. Since it is Toxin, an enemy inflicted with this will also have reduced stamina regeneration, on top of the 6 HP a second damage for 600 seconds.



Undead Rapport

Uses	7	Att. Slots	1	
Acquired from	Quelaana of Izalith 10000 Souls			

Anytime you can get close enough to touch them, you can use Undead Rapport to charm an undead enemy and gain an extra ally in battle for 30 seconds. This is usually just long enough for them to run in and get killed by the other enemies in the area, but it does thin the numbers for you and give you an opening to strike at the others in the confusion.

Miracles

Miracles are the final school of sorcery in the game, and it is just as diverse as Magic, but with a greater emphasis on restorative spells and ones that augment your abilities. There are still some powerful attacking spells, however, and while they are not always easy to come by, their effects make them more than worth it.

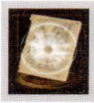
Unlike the other two schools of sorcery, Miracles draw their strength from the Faith parameter, so getting the most out of these spells will require building up an entirely different parameter than other sorceries. Because of this, either Intelligence or Faith will usually have to suffer and take a back-seat with most classes



Darkmoon Blade

Uses	1	Att. Slots	1	Min. FAITH	30
Acquired from	Covenant: Darkmoon				

The Darkmoon Blade effectively works as a more powerful version of the spell Magic Weapon. The duration still remains the same 60 seconds, but the Magic Attack modifier is much larger than with even the strongest form of Magic Weapon. The main limiting factors of this spell are the fact that it only has one use, so you are forced to save it for only the strongest opponents, and you also have to be part of the Darkmoon Blades Covenant to use it; as soon as you leave the Covenant you will be unable to use this Miracle again.



Force

Uses	21	Att. Slots	1	Min. FAITH	12
Acquired from	Petrus of Thorolund 4000 Souls, Rhea of Thorolund 1000 Souls				



Wrath of the Gods

Uses	3	Att. Slots	1	Min. FAITH	28
Acquired from	Rhea of Thorolund 10000 Souls				



Emit Force

Uses	6	Att. Slots	1	Min. FAITH	18
Acquired from	Event: Siegmeyer of Catarina				

This group of spells are primarily used to give yourself room to maneuverer when surround by a group of enemies, or even just a single problematic one. Once cast, a wave of energy will emanate from the castor for a short distance, repelling all normal sized enemies, and even arrows. Emit Force differs slightly, however, as that spells sends an orb of energy out ahead of the caster, and it is very ineffective at close range. At its base level, Force does no damage whatsoever, but it can still be used to kill enemies by sending them flying off a cliff or other high fall. Wrath of the Gods and Emit force, however, both do very good damage, and Wrath of the Gods is especially useful because it also has a very fast casting time.



Gravelord Sword Dance

Uses	40	Att. Slots	1	Min. FAITH	0
Acquired from	Covenant: Gravelord Servant				



Gravelord Greatsword Dance

Uses	40	Att. Slots	1	Min. FAITH	0
Acquired from	Covenant: Gravelord Servant				

The Gravelord Sword Dance is very similar to the Pyromancy Spell Firestorm, but instead of flame pillars erupting out of the ground, giant swords violently thrust their way upwards. The grouping of the swords is generally more to the front of the caster as well, making it much more likely to hit an enemy directly in front of you. Also similarly to Firestorm, the number displayed is the actual number of swords you have available, and each cast of the spell uses 20 swords. This means you only have two casts with each of these spells, and when coupled with the relatively long casting time, it is best used as an ambush spell on an enemy as they round a corner. It is also worth remembering that, while there are a number of swords being summoned, an enemy cannot be hit twice during the same spell, so it is much better on groups rather than single big targets.



Heal

Uses	5	Att. Slots	1	Min. FAITH	12
Acquired from	Cleric (default), Petrus of Thorolund 4000 Souls, Rhea of Thorolund 1000 Souls, Patches 5000 Souls				



Great Heal Excerpt

Uses	1	Att. Slots	1	Min. FAITH	14
Acquired from	Petrus of Thorolund, Patches 10000 Souls, Rhea of Thorolund 2000 Souls				



Great Heal

Uses	3	Att. Slots	1	Min. FAITH	24
Acquired from	Rhea of Thorolund 10000 Souls				

Healing Miracles can be used alongside your Estus Flask to provide an extra means of restoring your health after combat. Because the casting times for these spells are generally slower than using an Estus flask, it is recommended that they primarily be used outside of combat. This allows you to save the Estus Flasks for emergency healing while you are fighting. The Great Heal is also capable of restoring even more HP than even a fully upgraded Estus Flask, so if you have a high HP value, learning this Miracle is definitely worthwhile.



Homeward

Uses	1	Att. Slots	1	Min. FAITH	18
Acquired from	Petrus of Thorolund 8000 Souls, Rhea of Thorolund 1000 Souls				

Similar to the Homeward Bone item from which it gets its name, this Miracle will return you to the last Bonfire your rested at, from anywhere in the game. Although it only has one use, since you are likely to be returning to the Bonfire in need of resting, the number is not really a factor.



Karmic Justice

Uses	4	Att. Slots	1	Min. FAITH	20
Acquired from	Oswald of Carim 40000 Souls				

Once cast, Karmic Justice will instill your character with an automatic Magic Damage counter that is triggered by specific attacks. These attacks are generally powerful attacks that do not knock you down, or a quick series of attacks. Once triggered, the spell will release a wave of Magic energy in all directions, inflicting a large amount of damage and knocking over all enemies in the vicinity.



Lightning Spear

Uses	10	Att. Slots	1	Min. FAITH	20
Acquired from	Covenant: Warrior of Sunlight, Mimic (M) [Sen's Fortress]				



Great Lightning Spear

Uses	10	Att. Slots	1	Min. FAITH	30
Acquired from	Covenant: Warrior of Sunlight				



Sunlight Spear

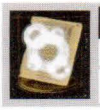
Uses	5	Att. Slots	2	Min. FAITH	50
Acquired from	Event: Sunlight Altar				

The Lightning Spear is one of the stronger offensive Miracles and a great addition to any Clerics arsenal. This Miracle has excellent range so it is very effective for sniping and it also has a small area of effect so it can be used on moving targets. The damage for these spells does decrease the further the target is from the center of the impact point however, so it pays to be as accurate as possible. Because they are lightning based, it is also possible to electrify a body of water by casting a Lightning Spear into it. Using this tactic you can dramatically increase the area of effect the spell has, making it even more effective against groups or fast moving targets. The Sunlight Spear, however, has one major limiting factor: while it is by far the strongest version of the spell, you have to be a member of the Warriors of Sunlight to be able to use it.



Magic Barrier

Uses	4	Att. Slots	1	Min. FAITH	14
Acquired from	Rhea of Thorolund 6000 Souls				



Great Magic Barrier

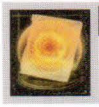
Uses	2	Att. Slots	1	Min. FAITH	24
Acquired from	The Great Hollow/Ash Lake (1)				

The Magic Barrier Miracle coats the caster's body in a special matter that helps absorb Magic based damage. At the base level you will only take 70% of the damage, and the Reinforced version lowers that again to only 10%. Both versions also last 40 seconds, which is just long to activate before a boss fight and still be useful during it. It can also be a very useful thing to have on as a backup, just in case you are invaded by another player that is using a lot of Magic attacks.



Replenishment

Uses	2	Att. Slots	1	Min. FAITH	16
Acquired from	Event: Rhea of Thorolund				



Bountiful Sunlight

Uses	2	Att. Slots	2	Min. FAITH	36
Acquired from	Pisaca (Little Sister) (M)				

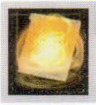
Replenishment provides a slow and steady restorative effect for the caster by generating 10-20 HP every second for 40 seconds. This Miracle is very effective when cast during combat, because it allows you to keep healing while staying defensive so that you do not give the enemy an opening. Note that you have to be in the Princess's Guard Covenant to use this spell.



Seek Guidance

Uses	5	Att. Slots	1	Min. FAITH	12
Acquired from	Petrus of Thorolund 2000 Souls, Rhea of Thorolund 500 Souls				

When cast, Seek Guidance will cause a wave of energy to emanate from the caster, which will reveal more messages left by other players in the area. The Miracle does not, however, provide any kind of filter for these messages, so you will still encounter just as many that try to lead you into trouble, as those that help you.



Soothing Sunlight

Uses	3	Att. Slots	2	Min. FAITH	48
Acquired from	Pisaca (Elder Sister) (M)				

Soothing Sunlight is a large area of effect healing Miracle that is very effective for helping out other players during cooperative gameplay. The area is quite generous so the other players can still move around somewhat if there is a fight going on. The actual amount healed is no small matter either, with it restoring almost as much health to each player, as the Great Heal does to just one.



Sunlight Blade

Uses	1	Att. Slots	1	Min. FAITH	30
Acquired from	Anor Londo (1)				

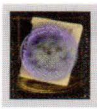
The Sunlight Blade Miracle essentially provides the exact same effect for your weapon that Gold Pin Resin does. The additional Lightning damage modifier is the same, and it also has the same 60 second duration. Clearly, however, if you have this spell you will be able to save a lot Souls by not having to by the Resin anymore, because it still remains a very effective and useful modifier to your weapon.



Tranquil Walk of Peace

Uses	5	Att. Slots	1	Min. FAITH	18
Acquired from	Catacombs (1)				

This Miracle is predominantly used as a means to escape combat because it generates a field around the caster, in which all movement is slowed to the basic walking speed. This makes it very easy for you to run away from a strong opponent as they will be unable to catch you while it is active. It can also be used to quickly get into an advantageous position, or stop an enemy form reaching one before you. The field will always follow your character for the full 30 second duration of the spell, and can always tell where it is by the yellow shards of energy that rise up from the ground within it. Likewise, you can always tell when an enemy is being affected by the field because they will have a yellow seal on their character.



Vow of Silence

Uses	2	Att. Slots	2	Min. FAITH	30
Acquired from	Painted World Of Ariamis (1)				

The vow of silence generates a similar field to the Tranquil Walk of Peace, only for this Miracle it is purple in color. Inside the field the casting of any kind of sorcery is denied for the 30 seconds the field is active. This Miracle is the perfect battle companion against Sorcery heavy enemies, but it truly comes into its own against other players using sorcery based characters. If you take away their primary means of damage, these players will often be left relying on their much inferior melee weapons.



Accessories

The final piece of equipment that you can use to augment your character comes in the form of Rings that you can equip in the two accessory slots. The effects of the different rings vary greatly, and equipping the right one in different situations can give you a significant advantage. Rings can be used to make up for any deficits that your character may have in certain parameters, as it allows you to make use of other forms of equipment without putting additional points into them. Most rings, however, are designed to increase either your offensive, or defensive capabilities in a specific area, This allows you to further boost one specialized area, or compensate for a slightly weaker one.



Bellowing Dragoncrest Ring

Frampt Souls	100
Acquired from	Griggs of Vinhelm 20000 Souls
Effect	Boosts the power of all sorceries by 20%.



Bloodbite Ring

Frampt Souls	100
Acquired from	Oswald of Carim 10000 Souls
Effect	Increases Bleed resistance by 400%.



Blue Tearstone Ring

Frampt Souls	100
Acquired from	Undead Burg/Undead Parish (1)
Effect	Boosts all forms of Defense by 50% when your HP is 20% or lower.



Cloranthy Ring

Frampt Souls	100
Acquired from	The Great Hollow/Ash Lake (1)
Effect	Boosts Stamina recovery rate.



Covenant of Artorias

Frampt Souls	–
Acquired from	Andre (M), Sif, The Great Grey Wolf (M)
Effect	Required for gaining access to The Abyss.



Covetous Gold Serpent Ring

Frampt Souls	100
Acquired from	Sen's Fortress (1)
Effect	Gain an additional 200 points to Item Discovery.



Covetous Silver Serpent Ring

Frampt Souls	100
Acquired from	Tomb Of The Giants (1)
Effect	Gain 20% additional Souls with each kill.



Cursebite Ring

Frampt Souls	100
Acquired from	Valley of Drakes/New Londo Ruins (1)
Effect	Increases Curse resistance by 400%.



Darkmoon Seance Ring

Frampt Souls	1000
Acquired from	Catacombs (1)
Effect	Is required for entering the Blades of the Darkmoon Covenant and grants an Additional Attunement Slot.



Dark Wood Grain Ring

Frampt Souls	100
Acquired from	Drop: Ninja Bodyguard
Effect	Changes the wearer's Roll action to one that is much faster and that covers more ground.



Dusk Crown Ring

Frampt Souls	1000
Acquired from	Hydra (M) [Darkroot Basin]
Effect	Gain 50% extra uses for all sorceries, but HP is reduced by 50%.



East Wood Grain Ring

Frampt Souls	100
Acquired from	Shiva of the East 10000 Souls
Effect	Halves the rate at which a weapon loses Durability.



Havel's Ring

Frampt Souls	1000
Acquired from	Drop: Havel The Rock
Effect	Gain an additional 50% to your Equip Load.



Hawk Ring

Frampt Souls	100
Acquired from	Anor Londo (1)
Effect	The range of all Bows is increased by 55%.



Hornet Ring

Frampt Souls	1000
Acquired from	Darkroot Garden/Basin (1)
Effect	Boosts all Critical Attack damage by 50%.



Leo Ring

Frampt Souls	100
Acquired from	Drop: Dragon Slayer Ornstein
Effect	Boosts the counterattack damage of Thrust weapons by 40%.



Lingering Dragoncrest Ring

Frampt Souls	100
Acquired from	Griggs of Vinhelm 20000 Souls
Effect	Boosts the duration of all sorcery effects by 50%.



Orange Charred Ring

Frampt Souls	–
Acquired from	Centipede Demon (M) *1, Centipede Demon (Arm) (M), Centipede Demon (Tail) (M)
Effect	Greatly reduces lava damage, and adds Fire damage to the universal Kick attack.



Poisonbite Ring

Frampt Souls	100
Acquired from	Oswald of Carim 15000 Souls
Effect	Increases Poison resistance by 400%.



Rare Ring of Sacrifice

Frampt Souls	100
Acquired from	Sen's Fortress (1), Valley of Drakes/New Londo Ruins (1), Demon Ruins/Lost Izalith (1)
Effect	Lose no Souls or Humanity, and also cures Curse upon death, but the ring will break.



Red Tearstone Ring

Frampt Souls	100
Acquired from	Valley of Drakes/New Londo Ruins (1)
Effect	Gain a 50% boost to your attack when your HP is below 20%.



Ring of Favor and Protection

Frampt Souls	1000
Acquired from	Drop: Knight Lautrec of Carim
Effect	Boosts HP, Stamina and Equip Load by 20%, but breaks if removed.



Ring of Fog

Frampt Souls	1000
Acquired from	Event: Drop the Skull Lantern in Hawk Girl's Nest
Effect	Lowers the wearer's presence to reduce the chances of being discovered.



Ring of Sacrifice

Frampt Souls	100
Acquired from	Oswald of Carim 5000 Souls, Firelink Shrine (1), Painted World Of Ariamis (1)
Effect	Lose no Souls or Humanity upon death, but the ring will break.



Ring of the Evil Eye

Frampt Souls	500
Acquired from	Depths (1)
Effect	Absorbs 30 HP from enemies with every attack.



Ring of the Sun's Firstborn

Frampt Souls	1000
Acquired from	Anor Londo (1)
Effect	Boosts the damage done from all Miracles by 20%.



Ring of the Sun Princess

Frampt Souls	1000
Acquired from	Covenant: Princess's Guard
Effect	Boosts Miracle Synergy.



Rusted Iron Ring

Frampt Souls	100
Acquired from	Undead Asylum (revisited) (1)
Effect	Allows for normal movement speed in areas that would normally reduce it, such as water or swamps.



Speckled Stoneplate Ring

Frampt Souls	100
Acquired from	Event: Siegmeyer of Catarina , Drop: Siegmeyer of Catarina
Effect	Gain an additional 25 points to Magic, Fire and Lightning Defense.



Spell Stoneplate Ring

Frampt Souls	100
Acquired from	Crestfallen Merchant 15000 Souls
Effect	Gain an additional 50 points to Magic Defense.



Slumbering Dragoncrest Ring

Frampt Souls	100
Acquired from	Drop: Griggs of Vinhelm, Sen's Fortress (1)
Effect	Eliminates nearly all movement related sound.



White Seance Ring

Frampt Souls	100
Acquired from	The Duke's Archives/Crystal Cave (1)
Effect	Gain an additional Attunement Slot.



Wolf Ring

Frampt Souls	50
Acquired from	Darkroot Garden/Basin (1)
Effect	Gain an additional 40 points to Poise.



Darkmoon Blade Covenant Ring

Frampt Souls	1000
Acquired from	Covenant: Darkmoon Blade
Effect	Answer Dark Sun Gwyndolin's summoning.



Flame Stoneplate Ring

Frampt Souls	100
Acquired from	Sen's Fortress (1)
Effect	Gain an additional 50 points to Fire Defense.



Ring of Steel Protection

Frampt Souls	100
Acquired from	Sen's Fortress (1)
Effect	Gain an additional 50 points to Physical Defense.



Thunder Stoneplate Ring

Frampt Souls	100
Acquired from	Crestfallen Merchant 15000 Souls
Effect	Gain an additional 50 points to Lightning Defense.



Tiny Being's Ring

Frampt Souls	100
Acquired from	Gift, Event: Siegmeyer of Catarina
Effect	Gain an additional 5% to your HP.



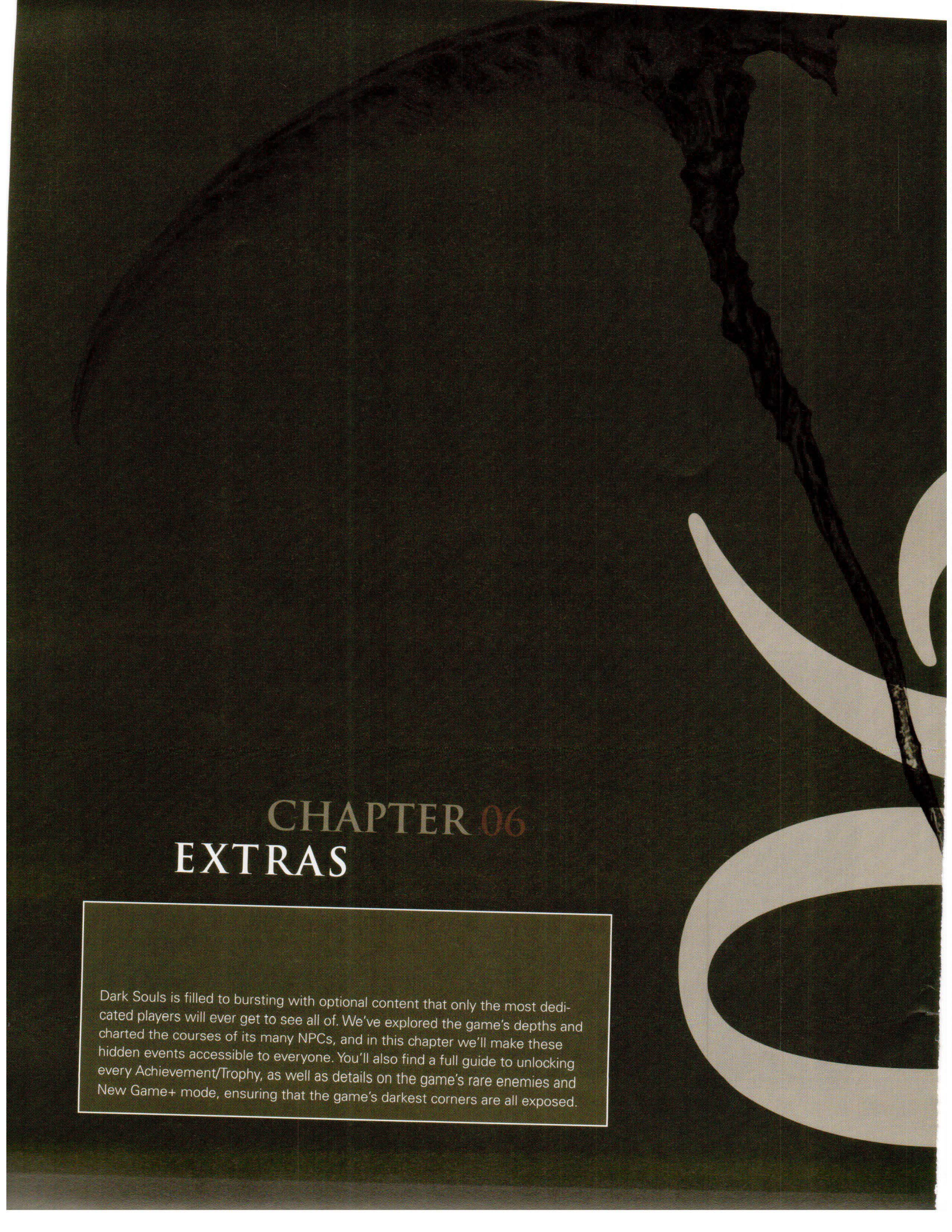
Old Witch's Ring

Frampt Souls	1000
Acquired from	Gift
Effect	Allows you to understand the Daughter of Chaos's language.

Cat Covenant Ring

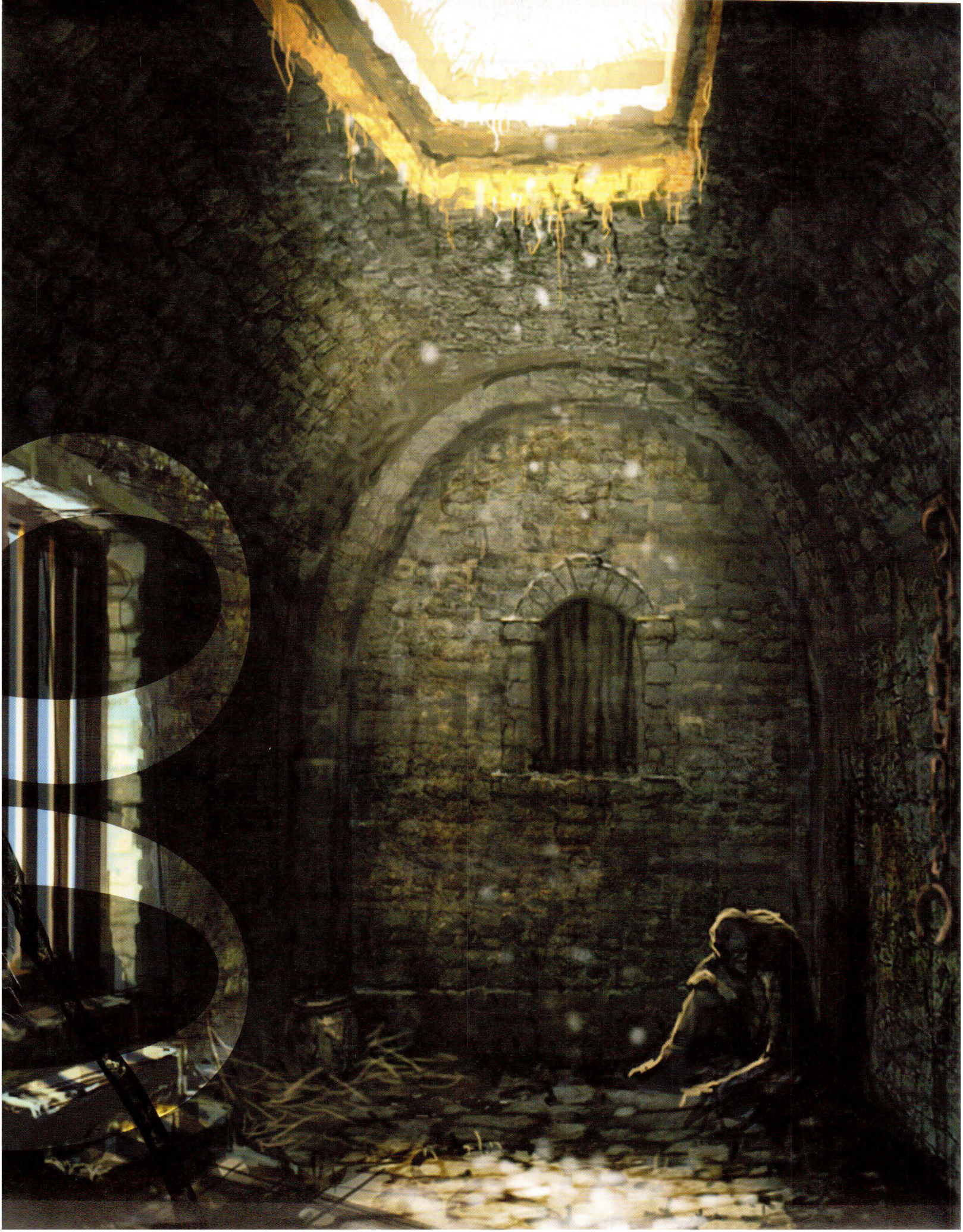
Frampt Souls	1000
Acquired from	Covenant: Forest Hunter (Alvina of the Darkroot Wood)
Effect	Answer Alvina's summoning.





CHAPTER 06
EXTRAS

Dark Souls is filled to bursting with optional content that only the most dedicated players will ever get to see all of. We've explored the game's depths and charted the courses of its many NPCs, and in this chapter we'll make these hidden events accessible to everyone. You'll also find a full guide to unlocking every Achievement/Trophy, as well as details on the game's rare enemies and New Game+ mode, ensuring that the game's darkest corners are all exposed.



The NPCs of Dark Souls

There are many NPCs in the world of Dark Souls for you to interact with. Some are straightforward and interact with you immediately, while others will require you to complete special tasks or have certain items before they appear. It's very easy to miss a golden opportunity with an NPC, and that's where this section of the guide comes into play. Herein we will tell you the location of every NPC, what is required to make them appear, what is required to advance their path through the game, and how to achieve the ultimate, and often hidden, interactions with each. Read on to get the absolute most from the game and every NPC it contains.

Non Player Characters

NPC stands for Non Player Character, and refers to a character in the game that you can interact with. Interactions range from talking, to trading and buying, and even fighting with or against one another. Within the world of Dark Souls, you'll find yourself relying on NPCs for a wide range of services and interactions. Following are some general tips and basic rules of engagement you should observe when dealing with the NPCs of Dark Souls.

Talk

The first and most important rule with an NPC is to talk to them. Always approach them and start a conversation. Often, a menu will open with several choices to chose from. If Talk is an option, always use it repeatedly until the NPC begins repeating himself. The goal is to completely exhaust all of the NPC's unique dialogue as this can often trigger the NPC to do other things.

Listen

Talking is good, but you must also listen. Many NPCs speak cryptically, but they often give you hints about what to do next. If they aren't giving you hints, then they'll typically tell you about the story, the world, or even gossip about other NPCs. These tid-bits of dialogue will give you a greater insight into the world of Dark Souls, and help you better understand your surroundings and who you are dealing with.

Revisit

Visiting an NPC once is often not enough. As you progress through the game, the NPC's actions or dialogues may change. If they have a shop, they may offer new items or services. It's always a good idea to revisit an NPC if you happen to come back to his or her area as you never know what might have changed since your last visit.

Attack

Nearly all NPCs in the game can be attacked and killed if you desire [→☐ 01]. NPCs usually ignore the first one or two strikes you deal to them, but if you hit them enough and do enough damage, then they'll get fed up and will attack you. Be warned, once you anger an NPC like this, they stay angry and will attack you to the bitter end. If you die, the game will save with them in the angry state meaning when you come back to life at a Bonfire, that NPC is still gunning for you. More often than not, it is best to live and let live.

However, there are a few NPCs you may want to do away with in order to get some special items. In the following entries for each NPC, we will list their Drop Items, which are items they drop if you kill them. Take a look at those items and decide if it is worth the effort. But again, once you kill an NPC, they are gone forever, and you may lose a chance at valuable interactions with them later in the game if you kill them early.

Trade

There are many Merchant type NPCs in the game that will offer to sell you items. In many cases, Merchants will offer items for sale that simply can not be found anywhere else. The currency in the world of Lordran is souls. You'll use souls not only for leveling your character, but for purchasing items from the various vendors. With souls being such a hot commodity, you'll have to weigh your need or desire for an item with your need or desire to level your character. Finding the proper balance will be the key to your success and survival.

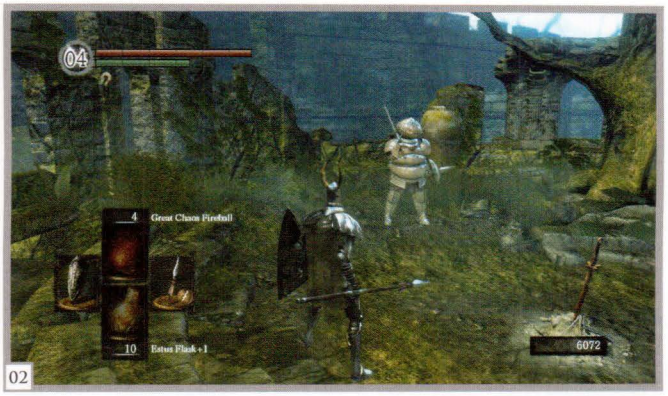
NPC Paths

While several of the NPCs in the game are static and stick to a singular location, many of them have their own paths to follow through the game as you progress with the story [→☐ 02]. Most NPC paths are event or time critical meaning that if you advance





01



02

the story too far, you could miss a chance at a critical interaction. In some cases, missing an interaction with an NPC doesn't break their path, but in some cases it does. If a required NPC interaction is missed when you advance the story too far, then you could break that NPC's path, and they will no longer appear later in the game.

In the following section, pay particular attention to the Events section of the NPCs. That section details crucial interactions that must happen before other points in the game are triggered. If you miss a critical event point, then you could lose your chance to interact with that NPC later.

Also listed in the entries of this section are Event Items, and these are items that you'll receive when certain events in that NPC's path occur. Many of these event items are unique to the NPC that produces them meaning that is the only way to get them in the game, so pay particular attention to the NPC Event and Event Item entries that follow to ensure you reap all possible rewards.

NPC Overview

Here we will list a quick reference table of all the NPCs in the game and their events. The NPCs are listed by area and in chronological order. The order of the areas listed in the chart is the suggested, and often required, chronological order in which you must visit these areas due to specific item requirements of some areas.

By reviewing this table as you play through the game, you can, at a glance, see what area you should explore next, and also see what NPCs will be there and what you should do when you meet them. The brief text here offers general hints or instruction, but for a more detailed look at each NPC, please refer to their individual entry located later in this chapter.

Suggested Path

Area	NPC	Item or Event
Undead Asylum	Knight of Astora	Talk Event – Event Reward
Firelink Shrine	Anastacia of Astora	Fire Keeper
	Crestfallen Warrior	Talk Only
	Petrus of Thorolund	Covenant – Gesture – Shop
Undead Burg	Undead Merchant (Male)	Shop
	Solaire of Astora	Talk Event
Undead Parish	Knight Lautrec of Carim	Set Free – Summon for Boss Fight
	Andre of Astora	Gesture – Blacksmith Shop
	Solaire of Astora	Summon for Boss Fight
	Oswald of Carim	Shop – Gesture – Absolve Sin
Firelink Shrine	Crestfallen Warrior	Talk Only
	Knight Lautrec of Carim	Talk Event – Event Reward
	Petrus of Thorolund	Talk Event – Shop – Covenant
	Rhea of Thorolund (New)	Talk Only
	Nico of Thorolund (New)	Talk Only
	Vince of Thorolund (New)	Talk Only
The Depths	Griggs of Vinheim	Set Free
	Undead Merchant (Female)	Shop
	Laurentius of the Great Swamp	Set Free
	Domnhall of Zena	Gesture – Shop
	Knight of Thorns Kirk	Fight as an Invader
	Solaire of Astora	Summon for Boss Fight
	Knight Lautrec of Carim	Summon for Boss Fight
Quelaag's Domain	Maneater Mildred	Fight as an Invader – Summon for Boss Fight
	Daughter of Chaos	Fire Keeper – Covenant – Covenant Item
	Eingyi - Servant to Daughter of Chaos	Pyromancy Flame – Ascend Pyromancy Flame – Shop

Area	NPC	Item or Event
Ash Lake	Stone Dragon	Covenant – Covenant Item
Firelink Shrine	Crestfallen Warrior	Talk Only
	Anastacia of Astora	Dead - Drop Items
	Kingseeker Frampt (New)	Sell Items
	Griggs of Vinheim (New)	Shop
	Laurentius of the Great Swamp (New)	Shop – Pyromancy Flame – Ascend Pyromancy Flame
	Domnhall of Zena (New)	Shop
Undead Asylum	Knight of Astora	Fight as Hollow
	Hawk Girl (aka Sparkly)	Item Conversion
Sen's Fortress	Siegmeyer of Catarina	Talk Event
	Big Hat Logan	Set Free
	Crestfallen Merchant	Shop
	Black Iron Tarkus	Summon for Boss Fight
Anor Londo	Lady of the Darkling	Fire Keeper
	Solaire of Astora	Talk Event – Summon for Boss Fight
	Siegmeyer of Catarina	Talk Event – Event Reward
	Knight Lautrec of Carim	Fight for Drop Items
	Gwynevere	Covenant – Covenant Item
	Giant Blacksmith	Blacksmith Shop
Painted World of Ariamis	Xanthous King Jeremiah	Fight as an Invader

Area	NPC	Item or Event
Firelink Shrine	Anastacia of Astora	Fire Keeper (revive)
	Petrus of Thorolund (Returns)	Shop – Covenant
	Griggs of Vinheim	Talk Only
	Big Hat Logan	Shop
	Laurentius of the Great Swamp	Shop
	Domnhall of Zena (New Armor)	Shop
	Siegmeyer of Catarina (New)	Talk Event – Event Reward
	Kingseeker Frampt	Return Lordvessel – Sell Items
Undead Burg	Solaire of Astora	Talk Event – Gesture
	Sunlight Altar*	Covenant – Covenant Item
Darkroot Garden	Witch Beatrice	Summon for Boss Fight
	Alvina of the Darkroot	Covenant – Covenant Item
	Shiva of the East	Talk Event
New Londo Ruins & The Abyss (can only work with Kaathe if you do not visit Frampt with Lordvessel)	Rickert of Vinheim	Blacksmith
	Crestfallen Warrior	Fight as Hollow
	Ingward	Shop – Remove Curse
	Witch Beatrice	Summon for Boss Fight
	Darkstalker Kaathe	Return Lordvessel – Covenant – Covenant Item
Firelink Shrine	Anastacia of Astora	Fire Keeper
	Petrus of Thorolund	Shop – Covenant
	Griggs of Vinheim (New Items)	Shop
	Laurentius of the Great Swamp	Shop
	Domnhall of Zena (New Armor)	Shop
	Kingseeker Frampt	Sell Items (If you didn't work with Kaathe)
	Ingward (New)	Shop – Remove Curse
The Duke's Archives	Big Hat Logan	Shop
	Sieglinde of Catarina	Talk Event
Blighttown	Quelaana of Izalith*	Shop – Ascend Pyromancy Flame
	Siegmeyer of Catarina	Talk Event – Event Reward
	Shiva of the East	Gesture – Shop
Firelink Shrine	Anastacia of Astora	Fire Keeper
	Petrus of Thorolund	Shop – Covenant
	Griggs of Vinheim	Shop
	Laurentius of the Great Swamp	Shop
	Domnhall of Zena	Shop
	Kingseeker Frampt	Sell Items (If you didn't work with Kaathe)
	Ingward	Shop – Remove Curse
	Sieglinde of Catarina (New)	Talk Event
The Catacombs	Patches	Talk Event – Event Item
	Paladin Leeroy	Summon for Boss Fight
	Vamos	Blacksmith
	Gravelord Nito	Covenant - Covenant Item
Tomb of the Giants	Patches	Talk Event – Event Item
	Rhea of Thorolund	Talk Event – Event Item
	Vince of Thorolund	Fight as a Hollow
	Nico of Thorolund	Fight as a Hollow
	Paladin Leeroy	Fight as an Invader

Area	NPC	Item or Event
Firelink Shrine	Anastacia of Astora	Fire Keeper
	Petrus of Thorolund	Shop – Covenant
	Griggs of Vinheim	Shop
	Laurentius of the Great Swamp	Shop – Talk Event*
	Domnhall of Zena	Shop
	Kingseeker Frampt	Sell Items (If you didn't work with Kaathe)
	Ingward	Shop – Remove Curse
	Patches (New)	Gesture – Shop
Undead Parish	Rhea of Thorolund*	Shop – Gesture – Covenant
	Andre of Astora	Blacksmith Shop
Anor Londo	Gwyndolin	Covenant Covenant Item
	Giant Blacksmith	Blacksmith Shop
Quelaag's Domain (raise covenant for shortcut)	Daughter of Chaos	Fire Keeper – Covenant – Covenant Item
	Eingyi - Servant to Daughter of Chaos	Shop
Demon Ruins	Solaire of Astora	Talk Event – Summon for Boss Fight
	Knight of Thorns Kirk	Fight as an Invader
Lost Izalith (via shortcut)	Siegmeyer of Catarina	Talk Event
	Solaire of Astora	Talk Event
	Knight of Thorns Kirk	Fight as an Invader
Firelink Shrine	Anastacia of Astora	Fire Keeper
	Petrus of Thorolund	Shop – Covenant
	Griggs of Vinheim	Shop
	Laurentius of the Great Swamp	Shop
	Domnhall of Zena	Shop
	Kingseeker Frampt	Sell Items (If you didn't work with Kaathe)
	Ingward	Shop – Remove Curse
	Patches	Shop
	Sieglinde of Catarina (New)	Talk Event
Ash Lake	Siegmeyer of Catarina & Sieglinde of Catarina	Talk Event – Event Item
Quelaag's Domain (get Kirk's Armor)	Daughter of Chaos	Fire Keeper – Covenant
	Eingyi - Servant to Daughter of Chaos	Shop
Blighttown	Quelaana of Izalith*	Shop
	Laurentius of the Great Swamp*	Fight as a Hollow
Sen's Fortress	Griggs of Vinheim*	Fight as a Hollow
The Duke's Archives	Rhea of Thorolund*	Fight as a Hollow
	Big Hat Logan*	Fight as a Hollow
Anor Londo	Gwynevere	Kill to turn Anor Londo dark
	Gwyndolin	Boss Fight
	Lady of the Darkling	NPC Fight
	Giant Blacksmith	Blacksmith Shop
Firelink Shrine	Anastacia of Astora	Fire Keeper
	Petrus of Thorolund	Shop – Covenant
	Domnhall of Zena (New Armor)	Shop
	Kingseeker Frampt	Sell Items (If you didn't work with Kaathe)
	Ingward	Shop – Remove Curse
	Patches	Shop
Kiln of the First Flame	Solaire of Astora	Summon for Boss Fight

*Special conditions required

Event & Quest Characters

The NPCs listed in this section are NPCs that are either needed to advance the story, or have complicated paths through the story that you'll need to pay special attention to if you mean to see the ultimate ending to their path. These characters don't have a shop and will not sell items. However, if you complete their special events, then they will often reward you with special, and sometimes rare, event items. Seeing some of these characters through their entire path to their ultimate endings can certainly be challenging, but it also rewarding.



Knight of Astora, Oscar

Area	HP	Drop Items	Condition To Appear
Undead Asylum	1	Estus Flask, Undead Asylum F2 East Key, Big Pilgrim's Key**, Crest Shield*	None.
Undead Asylum - return*	797		None.

*As a Hollow // **Only if the Boss Asylum Demon has been defeated early.

Event Items	Condition To Receive
Estus Flask	Talk.
Undead Asylum F2 East Key	Talk.
Big Pilgrim's Key*	Talk.

*Only if the Boss Asylum Demon has been defeated early.



At the start of the game, make your way through the area and past the Asylum Demon. Push onward, and you'll soon come to a flight of stairs where an Undead has set a trap for you. When you try to go up the stairs, a large iron ball will come rolling down upon you. After the ball passes you, it will crash through the wall below and open the room where this NPC is located. Once the wall has been broken, enter the area and talk to him until he has given you all his items and then asks you to leave. [→☐ 01]

If you kill him at the start of the game, he only has 1 HP, and is an easy 1 hit kill. On the other hand, when you revisit the Undead Asylum later in the game, he'll be a Hollow and will have much more HP meaning a tough fight on your hands, but you'll also get his Drop Items and Souls.

Also, if you manage to kill the Asylum Demon Boss on your first pass through the area, something you're liable to do on a New Game+, then this NPC will give you the Big Pilgrim's Key.

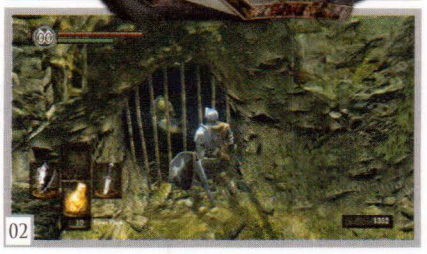


Anastacia of Astora

Area	HP	Drop Items	Condition To Appear
Firelink Shrine	Invincible	–	None.

Event Items	Condition To Receive
Dingy Robe, Dingy Gloves, Blood-Stained Skirt, Black Eye Orb	Dropped in front of her cave after she is killed by the assassin Knight Lautrec of Carim.





Anastacia of Astora is the Fire Keeper of Firelink Shrine. She doesn't talk when you first meet her, and like all Fire Keepers, she can reinforce your Estus Flask if you have a Fire Keeper's Soul. When you enter the area The Depths, Knight Lautrec will kill Anastacia thus disabling the Bonfire in Firelink Shrine.

After she is dead, check her cave to receive her drop items. Of particular interest is the Black Eye Orb which you can use in Anor Londo to track down and face her killer. Once you defeat Lautrec, you will recover Anastacia's Fire Keeper's soul and can then use it to restore her to life and re-enable the Bonfire in Firelink. Also, upon bringing her back to life, she will talk to you a little, but she doesn't like to talk much. [→☐ 02]

Crestfallen Warrior

Area	HP	Drop Items	Condition To Appear
Firelink Shrine	793	–	None.
New Londo Ruins*	793		Complete Quelaag's Domain and ring the second bell, and then enter Firelink Shrine once, then leave.

*As a Hollow

Event Items	Condition To Receive
None	–


01

When you arrive in Firelink Shrine, you'll see this NPC sitting on a rock near the Bonfire. Talk to him often to get clues about what to do next, or to learn interesting tid-bits about other NPCs in the game. After you ring the second Bell of Awakening, and Kingseeker Frampt shows up, this NPC will have one more thing to say, and then will leave Firelink after you do. Make sure to talk to him until he begins repeating himself, or he won't go to New Londo Ruins and become Hollow.

When he leaves, he will go down to the New Londo Ruins and become a Hollow. You can fight him there by taking the path from Firelink down to the New Londo Ruins, and he'll appear in the area just before the bridges that cross the water. Since he appears before the bridges, you can fight him far and away from the ghosts that appear on the opposite side which makes things a bit easier. [→□ 01]


Souls
1000

Solaire of Astora

Area	HP	Drop Items	Condition To Appear
Undead Burg	698	Iron Helm, Armor of the Sun, Iron Bracelet, Iron Leggings, Sunlight Straight Sword, Sunlight Shield, Sunlight, Talisman, Humanity (x2), White Sign Soapstone*	None.
Anor Londo	908		Talk to him in the Undead Burg.
Sunlight Altar	908		Talk to him in Anor Londo (optional.
Demon Ruins	938		Talk to him in Anor Londo.
Lost Izalith	938		Talk to him in Demon Ruins.

*Can be gotten as an Event Item through talking.

Event Items	Condition To Receive
White Sign Soapstone	Talk in the Undead Burg and accept his offer.
Sunlight Medal	He lives through a Boss Fight you summoned him for.


Souls
1000

Solaire is a Knight of the Sun. You'll be able to Summon him to help you with Boss Fights in several parts of the game. If he lives through the Boss Fight with you, then he'll give you a Sunlight Medal, but if he dies during the fight, then you don't get the medal.

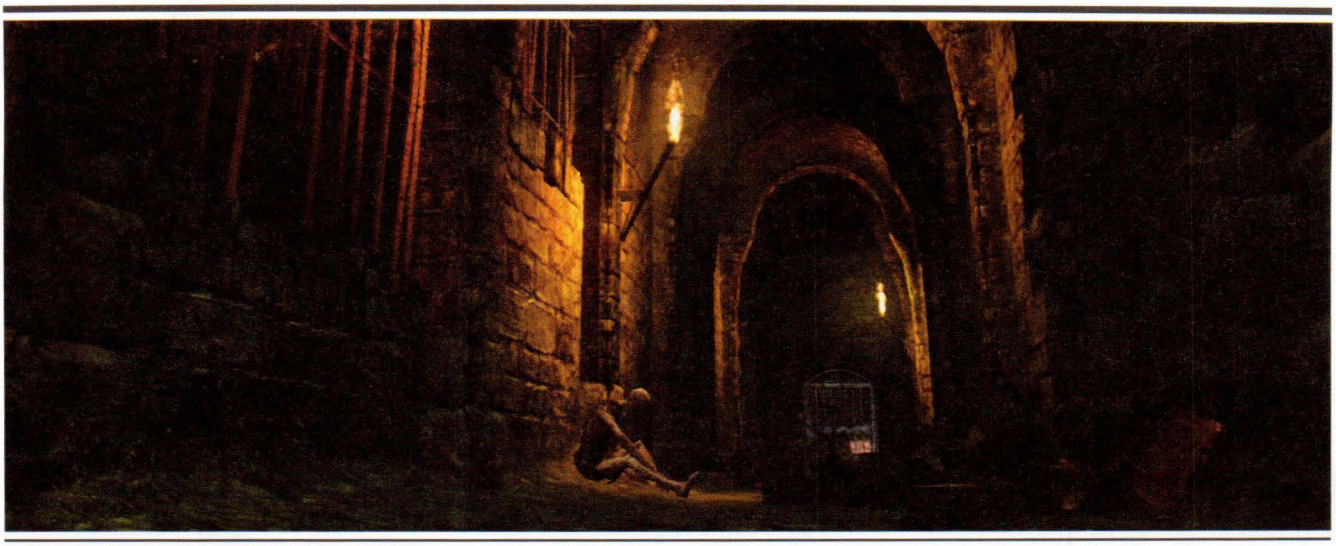
His path through the game is rather complex, and in order to get everything out of him, and have him fight with you in the last battle of the game, you'll need to be persistent and careful so that you interact with him at every opportunity. If you miss a chance to interact with him, then you'll break his path through the game and he won't show up later after the point at which you missed him.


02

Events

Summonings

Area	Boss Fight	Condition
Undead Parish	Bell Gargoyles	None.
The Depths	Gaping Dragon	None.
Anor Londo	Dragon Slayer Ornstein & Executioner Smough	None.
Demon Ruins	Centipede Demon	Speak with him at the Sunlight Altar.
Kiln of the First Flame	Gwyn, Lord of Cinder	Save him in Lost Izalith.



01 You'll first encounter Solaire in the Undead Burg. He is in the area at the opposite end of the bridge on which the Red Dragon is perched. Talk to him at the bridge and accept his offer in order to get a White Sign Soapstone for MP play.

02 After speaking to him in the Undead Burg, you'll next be able to encounter him in Anor Londo. Once there, talk to him at the Bonfire located in the main building that Gwynevere is located in. You'll find him next to the Bonfire on the first floor.

03 This one is optional and won't break his path through the game, but it does affect whether or not he'll be available for the Demon Ruins Boss fight. After leaving Anor Londo, go to the Sunlight Altar, and speak with him there. The Sunlight Altar is located to the right of the Bonfire in the Undead Burg near where you first met Solaire. It's the Bonfire in the small room behind where the Red Dragon was perched. The altar itself is in the area to the right of the Bonfire where the broken statue is located. Go to that area and speak with Solaire. [→☐ 02]

If your Faith is at level 50, then he'll offer to let you join the Covenant: Warrior of Sunlight. Alternatively, if the value of your Faith + (5 x number of times a Client in MP play) = 50, then he'll offer you the covenant. This means that if you play offline only, you'll need a value of 50 for Faith to open the covenant. If you play online, then the number of times you were the client x 5 + your Faith value need to be 50.

For example, let's say your Faith = 12 and you were a Client in MP 8 times. That gives you 12 + [5 x 8] = 12 + 40 = 52. The total value is 52 which is greater than 50 and is enough to unlock the Covenant. If you don't have these stat values after leaving Anor Londo, you can still open the Covenant: Warrior of Sunlight later in the game.



03

Note: You do not need to open or join the Covenant at this time. You only need to speak with Solaire here in order for him to be available for the Demon Ruins Centipede Demon fight.

04 In Demon Ruins, after the Centipede Boss fight, you'll find Solaire sitting on the ground in the next area just past where the Boss fight took place. He'll be off to the left of the Bonfire. Talk to him there to progress with his path.

05 What happens here is going to depend on how you enter Lost Izalith. If you go straight into Lost Izaltih through the regular route which is right after speaking with Solaire after the Centipede Demon fight, then Solaire will go Hollow and you'll fight him near the area where the door to the Chaos Bed Boss fight is located.

Possible Outcomes	
Enter Lost Izalith through the front area.	Solaire becomes a Hollow and attacks you near the door to the Bed of Chaos Boss Fight.
Enter Lost Izalith via the shortcut, but do not kill all nine Chaos Bugs.	Solaire becomes a Hollow and can be found in the shortcut area.
Enter Lost Izalith via the shortcut, and kill all nine Chaos Bugs.	Solaire shows up as normal just outside of the shortcut door and you can talk to him to trigger his final Summon Sign.

However, if you instead take the shortcut from Demon Ruins into Lost Izalith then you'll encounter nine Chaos Bugs in the corridor on your way to Lost Izalith. You must kill all nine of them. Do not leave a single one alive, and do not cross into Lost Izalith so that that area loads before you have killed all nine of them. If one is alive and you enter Lost Izalith, then Solaire will be attacked by one and turned Hollow - so kill them all. If you miss one, then when you come back to the shortcut corridor, you'll find Solaire with one of the bugs attached to his head, and you must kill him.

If you kill all nine of them, then return Lost Izalith before returning to the start of the shortcut area you'll find Solaire on the sitting on the ground just outside the door that you opened with the Daughter of Chaos's Covenant. He'll be depressed, but by talking to him here, you will trigger his final Summon Sign at the end of the game just before the final Boss fight. To find it, as soon as you get off the narrow bridge and arrive at the final spiral staircase, look left to see his Summon Sign.

You'll find the shortcut to Lost Izalith in Demon Ruins just outside the room where you fought the Boss Firesage Demon. As you face that room, look to the right, and you'll see a hole in the wall. Use the tree roots to reach the ground floor and then go to the end of the long hall where you'll find a locked door. The way to unlock that door is to join the Covenant of the Daughter of Chaos, and then level that Covenant to +2 status. That will require 30 Humanity to raise the covenant that high. After you raise the Covenant to +2, then you can touch the locked door and it will open. Now proceed forward and kill the nine Chaos Bugs ahead. [→☐ 03]

Knight Lautrec of Carim

Area	HP	Drop Items	Condition To Appear
Undead Parish	862	Ring of Favor and Humanity, Humanity (x5), Crest Shield*, Souvenir of Reprisal*, Fire Keeper's Soul*	He's locked in a cell.
Firelink Shrine	862		None.
Anor Londo	985		Use the Black Eye Orb dropped by Anastacia.

*In Anor Londo only

Event Items	Condition To Receive
Sunlight Medal	Free him in the Undead Parish, then speak to him in Firelight Shrine.
Helm of Favor, Armor of Favor's Embrace, Gauntlets of Favor, Leggings of Favor	Invade Lautrec's world in Anor Londo using the Black Eye Orb. Defeat him, and find this armor on a corpse on the balcony outside the Chamber of the Princess in Anor Londo.





Events

01 When you're in the Undead Parish, you can find this NPC locked up in a prison cell. To find him, you'll need to go upstairs in the parish to where the pack of Undead and the Channeler are located. After clearing the room of the enemy, look to the right side of the room to find a set of stairs leading further up. Go up those stairs to the next area and then break through the cracked wall there. Once you do, enter the newly opened area and take the stairs to the top to find the jail cell that holds Lautrec. It requires the Mystery Key to open, and that can be found in the Undead Burg on a corpse. Use the key to open the cell and free him. [→☐ 01]

If you do not free him, he will find his own way out after you leave the Undead Parish. Either way, he will appear in Firelink Shrine after you beat the Undead Parish Boss thus finishing the area. Once you have finished Undead Parish, go back to Firelink Shrine and you'll find Lautrec sitting on the ground off to the right and in front of Anastacia's cave. If you freed him, then talk to him there to get your reward, a Sunlight Medal.

Lautrec will stay in Firelink until you enter The Depths. Once you do, he'll kill Anastacia and then disappear. However, that is not the end. When you come back from The Depths, check Anastacia's cave to find her dead body and some drop items. Amongst the items is a Black Eye Orb which you can use to find Lautrec again, and reclaim Anastacia's stolen soul.

02 While Lautrec is in Firelink, you can get some more dialogue out of him, but you'll have to go through a series of steps, and pay him some souls. Doing this is optional, but it does give you a bit more insight into the character of Petrus of Thorolund. Again, this is entirely optional and doesn't impact gameplay, but it is interesting and sheds some light on things.

03 When you reach Anor Londo, make your way through the area to the Boss fight with Ornstein and Smough. In the large room just outside the room where that fight takes place, the Black Eye Orb will begin to vibrate. That is your hint on how to find Lautrec.



01

Once you have cleared that room of the enemy so that it is safe, use the Black Eye Orb to invade Lautrec's realm. [→☐ 02]

When you do, you'll face Lautrec and two of his comrades in a fierce battle. All you need do is defeat Lautrec himself to win, but if you kill his Sorcerer comrade there is a chance he will drop a Catalyst weapon. After you have killed Lautrec, return to Firelink Shrine and again visit Anastacia's cave to return her soul which will bring her back to life and re-enable the Bonfire of Firelink Shrine.

Obtaining Lautrec's Information
When Rhea, Vince, and Nico show up near Petrus, talk to them all until they begin repeating themselves meaning you have exhausted all unique dialogue.
Leave Firelink Shrine and go to another area like the Undead Burg. Kill an enemy there and then return to Firelink Shrine to find Rhea, Vince, and Nico are gone.
Talk to Petrus to and he'll tell you that Rhea has left the area.
Talk to Lautrec and pay him the requested amount of souls. The number of souls he asks for is based on your level, so do this early to make it cheaper. He'll talk about Rhea.
Talk to Petrus again to learn of his secret plan for Rhea.

Lautrec's Comrades

HP	Drop Items
Sorcerer: 719	Tin Banishment Catalyst*
Knight: 821	None

*Rare Drop.

Vince & Nico of Thorolund

Vince

Area	HP	Drop Items	Condition To Appear
Firelink Shrine	638	–	Complete Undead Parish.
Tomb of the Giants*	821		Exhaust all unique dialogue in Firelink, and then leave Firelink. Or, enter the Catacombs and beat the Boss Pinwheel.

Nico

Area	HP	Drop Items	Condition To Appear
Firelink Shrine	682	–	Complete Undead Parish.
Tomb of the Giants*	970		Exhaust all unique dialogue in Firelink, and then leave Firelink. Or, enter the Catacombs and beat the Boss Pinwheel.

*As a Hollow.

Event Items	Condition To Receive
Miracle: Replenishment	Talk to Rhea in the Tomb of the Giants. Defeat Vince & Nico, then talk to Rhea again.

Vince and Nico are the Cleric Guards of Rhea of Thorolund. They will appear with Rhea in Petrus' area of Firelink Shrine after you complete the Undead Parish. You can talk to them in Firelink Shrine, but that is all. Rhea, Nico, and Vince will leave Firelink and go to the Tomb of the Giants if you exhaust all the unique dialogue of Rhea, Petrus, Nico, and Vince in Firelink and then leave the area. If you don't exhaust all the unique dialogue, then they will stay in Firelink until you beat the Boss Pinwheel in the Tomb of the Giants. [→□ 03]

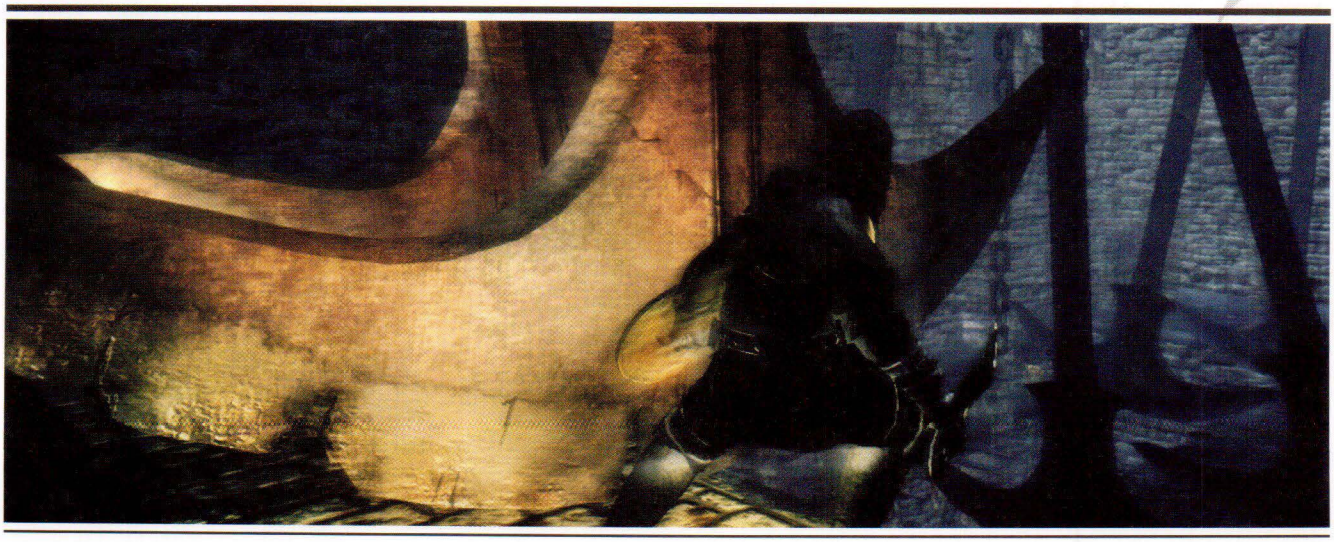
Once they enter the Tomb of the Giants, you can find Rhea in the pit that Patches pushes you into. Talk to her, and she'll tell you that Vince and Nico have gone Hollow. Walk a short distance away from her, and you'll confront them both in a fierce battle. After you kill them, return to Rhea and speak with her once more to gain a Miracle.



03







Kingseeker Frampt

Area	HP	Drop Items	Condition To Appear
Firelink Shrine	Invincible	–	Ring the second Bell of Awakening. It's located in Quelaag's Domain.

Event Items	Condition To Receive
None	–



Souls
–

Kingseeker Frampt is one of the Primordial Serpents. He will appear in Firelink Shrine after you ring the second Bell of Awakening. When he appears, speak to him for a hint as to what you should do next. Keep speaking with him, and he'll offer to eat items for you. [→□ 01]

Feeding items to Frampt is basically a way to sell items for souls. When you chose to feed him an item, a menu will open showing all the items you hold that you can feed him. To the right of the item is the number of souls you will receive for feeding it to him. Be careful when feeding him items as some of them may have other uses in different areas of the game.

You can also feed him reinforcement materials like Titanite Slabs. When you feed him these, he chews on them and breaks them down to a smaller size. There are three sizes, from large to small which are Slab, Chunk, and Shard. Frampt will only eat colored shards which breaks them down to plain Titanite Shards. H e will also chew a Slab down to a Chunk, and a Chunk down to a Shard. This can come in handy if you need a smaller version of a material for a particular weapon reinforcement.



01

Once you get the Lordvessel, take it to Frampt, and he will immediately take you to the Firelink Altar so that you can place the vessel on its pedestal. Be warned, if you have the Lordvessel in your possession and talk to Frampt, you will have no choice in the matter, and he immediately takes you to Firelink Altar. Once you have placed the vessel on its pedestal, you can speak with Frampt at any time to warp between Firelink Shrine and Firelink Altar.

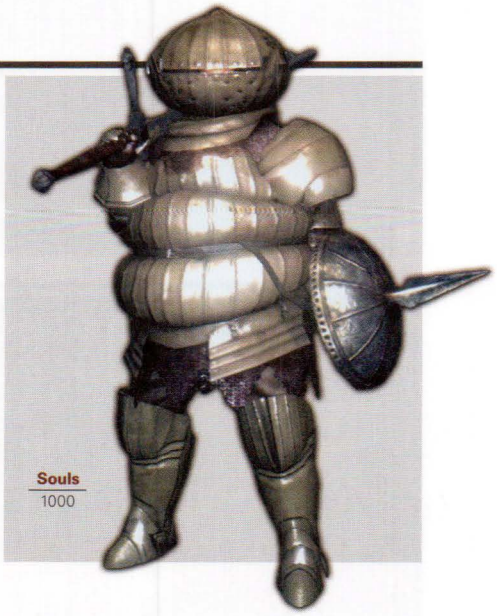
Be warned though, if you ever attack Frampt, he will leave forever. Once he is gone, the hole leading down to Firelink Altar will still be open, and all you need to do is jump into it. While the fall would normally kill you, with Frampt gone, special magic is in place to ensure a safe landing. There is one exception to never attacking Frampt. If ever you come to him after he has appeared and he is asleep, then hit him with your weapon once. It will not count against you, and he will wake up.

Besides attacking Frampt, he will also leave if you side with the Primordial Serpent Darkstalker Kaathe and let him take you to Firelink Altar. Please refer to Darkstalker Kaathe's entry in the Covenant NPC section of this chapter.

Siegmeyer of Catarina

Area	HP	Drop Items	Condition To Appear
Sen's Fortress (outside)	1034	Speckled Stoneplate Ring, Humanity	None.
Sen's Fortress			Ring the second Bell of Awakening to open Sen's Fortress.
Anor Londo			Speak to him in Sen's Fortress and then change the direction of the ball trap.
Firelink Shrine			Speak to him in Anor Londo, and then defeat the Silver Knights.
Blighttown			Speak to him in Firelink Shrine.
Lost Izalith			Speak to him in Blighttown and then give him 3 Purple Moss Clumps..
Ash Lake			Save him in Lost Izalith, and then speak to his daughter Sieglinde of Catarina for the second time in Firelink Shrine.

Event Items	Condition To Receive
Tiny Being Ring	Speak with him in Anor Londo, then defeat the Silver Knights and speak with him again.
Miracle: Emit Force	Speak with him in Firelink Shrine after saving him in Anor Londo. Say Yes, you were the one that opened Sen's Fortress.
Pierce Shield	Speak with him in Blighttown after he leaves Firelink Shrine, then give him 3 Purple Moss clumps and speak with him again.
Speckled Stoneplate Ring	Beat the enemies near him in Lost Izalith before speaking with him, and then speak with him. This ends his path early.
Titanite Slab	Speak with him in Lost Izalith before fighting the enemy. Then fight alongside him and kill the enemy before his HP drops below 50%. Now speak with his daughter Sieglinde in Firelink Shrine, and then go to the Bonfire near the Great Hollow in Ash Lake. This is the ultimate ending of his path.



Souls
1000

09_051

Siegmeyer of Catarina is a quirky little character wearing some rather unattractive Onion Knight armor. He's on a quest for adventure, but he always seems to get himself stuck and in trouble. That's where you come in for the rescue. If you fulfill all the obligations and follow his path to the end, Siegmeyer will certainly get a lot of adventure while also rewarding you for your efforts. However, his path is not isolated, but is tied to the path of his daughter. This means you'll need to work on her path as you also work on Siegmeyer's path to ensure that you reach the ultimate ending of both their paths. Please refer to Sieglinde's entry located later in this chapter for more information.

Events

01 Once you are finished with the Undead Parish, go to Sen's Fortress and you will find that it is closed and locked by a heavy gate. Siegmeyer is sitting on the steps to the left of the gate. You can talk to him here if you like, but it isn't required. All other events after this one are required.

02 Ring the second Bell of Awakening to open Sen's Fortress. Make your way through the Fortress to the first path that has the large steel ball rolling down it. You'll find Siegmeyer sitting on the ground below that path. Go down there and talk to him and he'll tell you he can't get past the rolling ball on the path above. Now, continue on through the fortress and change the path of the ball by turning the mechanism. This makes it safe for Siegmeyer, and he will move onto Anor Londo once you complete Sen's Fortress.

03 You'll find him in a locked room in Anor Londo. You can reach the room via the left-hand tower stairs on the rooftop. Once you find him, speak to him and he'll tell you he is stuck and can't get past the three Silver Knights in the next room. Now go into that room and kill all three of the Silver Knights. Once you have done so, return and speak to Siegmeyer once more for a reward. Now complete Anor Londo, and Siegmeyer will move on to Firelink Shrine. [→□ 02]

04 Go to Firelink Shrine after saving Siegmeyer in Anor Londo. You'll find him located to the left of the Bonfire. Speak with him there and tell him you were the one that opened Sen's Fortress and he'll give you a reward. Once you have spoken with him, he will leave Firelink after you do.

05 After Siegmeyer leaves Firelink Shrine, you can find him again in the swamps at the bottom of Blighttown. Before you do though, you should speak to his daughter in The Duke's Archives first if you wish to fulfill Siegmeyer & Sieglinde's paths completely. If you talk to Siegmeyer in Blighttown before speaking to Sieglinde, you'll break the path, and won't be able to achieve the ultimate ending. Please see Sieglinde of Catarina's entry located later in this chapter.

When you are ready, go to Blighttown and enter the swamps. It's easiest to warp to the Daughter of Chaos's area first, and then enter the swamps that way. After you are in the swamps, make your way to the tree root that leads to the Great Hollow. Once you reach that root, turn and go right and you'll find Siegmeyer standing in front of a large rock outcropping.

Go and talk to him and at first he is asleep. Talk to him again, and he explains he needs Purple Moss Clumps to make it back out of the swamps. He'll ask, so say yes and give them to him. However, you must have 3 of the Purple Moss clumps in inventory for this to work. After you give him the three Purple Moss Clumps, he will thank you and give you a reward. Now leave the area, and he'll move on to Lost Izalith.



02



03

Siegmeyer in Lost Izalith

Event	Outcome
Defeat the enemy without ever speaking to Siegmeyer.	Speak to Siegmeyer, and he'll give you a Speckled Stoneplate Ring, and his path will end here.
Speak to Siegmeyer and defeat the enemy with his HP above 50%.	Speak with Siegmeyer after the battle, and he'll take a nap. You can find him again in Ash Lake after completing Lost Izalith and after speaking with his daughter for the second time in Firelink Shrine.
Speak to Siegmeyer and defeat the enemy with his HP less than 50%.	Siegmeyer will die.

06 Once you are in Lost Izalith, take the tree root path down to the lower courtyard located to the right of the stairs that lead to the door of the Boss fight with the Bed of Chaos. Once you are in the courtyard, walk forward and into the small room ahead and the floor will give way and drop you down into the area below. [→□ 03]

There will be another hole before you that leads to the lowest area. Directly ahead and across the hole on the other side is where Siegmeyer is located. Make your way over to him without engaging the enemy and speak to him. He will then offer to save you for a change, and will attack the enemy below. Once he does, quickly join the battle, and defeat the enemy before his HP drops below 50%. There are three possible outcomes here.

07 After saving Siegmeyer in Lost Izalith, return to Firelink Shrine and you'll find his daughter located to the left of the Bonfire. Speak with her, and then go to Ash Lake. It's easiest to warp to the Stone Dragon first (if you have rested at that Bonfire before), and then walk over to the Bonfire located outside the entrance of the Great Hollow. Once you reach that Bonfire, you'll find both Siegmeyer and his daughter Sieglinde there for the ultimate ending of their path.

Sieglinde of Catarina

Area	HP	Drop Items	Condition To Appear
The Duke's Archives	938	–	Complete events 1 - 4 for Siegmeyer, and then go to the outside area of The Duke's Archives. You'll find Sieglinde trapped in a Yellow Crystal Golem in the middle of the area. Defeat the Golden Golem to free her.
Firelink Shrine	938		Save her in The Duke's Archives.
Firelink Shrine	938		Complete events 5 & 6 for Siegmeyer.
Ash Lake	938		Speak to her the second time in Firelink Shrine.

Event Items	Condition To Receive
None	The ultimate ending to her path is tied to Siegmeyer's ending. Reach that ending, and you get a Titanite Slab.



Sieglinde is the daughter of the adventuring Siegmeyer of Catarina. Like her father, she too wears Onion Knight armor. Unlike her father, she doesn't like him running about on adventures, so she is trying to track him down. Her path is tied to Siegmeyer's path, and to reach the ultimate ending of both their paths, you'll have to work them both simultaneously. Please refer to Siegmeyer's entry located earlier in this chapter.



01

Events

01 Once you have completed events 1 through 4 for her father Siegmeyer, go to Blighttown so that the area loads, then leave. Now, make your way through The Duke's Archives to the outside area that leads to the Crystal Cave. In that open field, you'll find a Yellow Crystal Golem and Sieglinde is trapped inside of it. You'll have to defeat that Golem to free her. Once you do, speak with her and tell her yes you have seen her father. But that is not the end of it. In order for her to get out of the area safely, you'll have to kill all the other Crystal Golems in the area. There are 12 in all scattered about the perimeter of the area. Make your way around to all 12 and kill them before moving on. Once they are all dead, you can leave the area and Sieglinde will go to Firelink Shrine. [→☐ 01]

02 Go to Firelink Shrine and you'll find her located to the left of the Bonfire there. Speak with her and tell her Yes, you have seen her father, and then leave the area. She will leave after you do.

03 Once you successfully complete events 5 & 6 for her father Siegmeyer, go back to Firelink Shrine to find her once again located to the left of the Bonfire. Speak with her and then leave the area. She will leave after you do.

04 Finally, go to Ash Lake where you'll find her and Siegmeyer both at the Bonfire located outside the entrance to the Great Hollow. It's easiest to warp to the Stone Dragon first (if you have rested at that Bonfire before), and then walk over to the Bonfire located outside the entrance of the Great Hollow. Once you reach that Bonfire, you'll find both Siegmeyer and his daughter Sieglinde there for the ultimate ending to their path.

Lady of the Darkling

Area	HP	Drop Items	Condition To Appear
Anor Londo	719	Fire Keeper's Soul	None.

Event Items	Condition To Receive
None	–



02

Lady of the Darkling is the Fire Keeper of the first Bonfire in Anor Londo, and sworn servant and protector of Gwynevere and Gwyndolin. She is resting against the rear of the right-hand wall in the first Bonfire room. You can speak to her for some hints about what to do next while you are in Anor Londo. If you ever attack and kill either Gwynevere or Gwyndolin, then Lady of the Darkling will become hostile and attack you leaving you no choice but to kill her. Once she is dead, you'll get a Fire Keeper's Soul, but you'll no longer be able to use her Bonfire. [→☐ 02]





Covenant Characters

A Covenant is a way to offer your allegiance to certain NPCs in the game. When you enter a Covenant, you'll often get a special reward that you can't get anywhere else, and you'll be allowed to use certain Covenant Specific items or Magic that you couldn't use otherwise. Further, belonging to a Covenant affects online MP play. Some of these NPCs also have shops from which they will sell you items, but what makes them different from a regular Merchant type NPC is their ability to let you join, or abandon, a Covenant.

About Covenants

Some Covenants can be strengthened or leveled up. Leveling up a covenant will often gain you special items, and the higher rank of your Covenant will more strongly affect your online MP play. If a Covenant can be leveled up, then there are three levels. You can check your current Covenant and Covenant Level via the character stats page in the menus.

As you can see in the table, it takes 10 of the desired item to reach Level +1, and then another 20 to max out the Covenant at Level +2. That is 30 items total, and nearly all of the Covenant Leveling Items are rare, so you'll need to consider Covenant Leveling carefully.

If you are a member of one Covenant and then decide to join another, you will lose one rank level of your current Covenant when you join the new Covenant. This demands even further consideration since it takes so many rare items to level a Covenant to begin with, and should you abandon it, you lose an entire level and all of those items you had previously used to level it up. However, if you come back to an abandoned covenant immediately after joining another you'll get a one-time -5 Soul discount to level the covenant.

Covenant Levels

Level	Number of Items Required
Base Level	None, simply join.
Covenant +1	10 desired items.
Covenant +2	20 desired items.

In all there are 9 different covenants that you can join. Should you ever attack the Covenant Giver and kill them, that Covenant is lost to you forever. Since some Covenants are required to be able to use certain items, you'll want to be careful about killing a Covenant Giver.

Further, by attacking a Covenant giver or another Covenant Member in MP play, you are committing a betrayal which is a Sin. The higher your level of Sin, the higher your ranking on the MP bounty list meaning more and more MP players will be gunning for you. Luckily, there is a character in the game that can absolve your Sin and erase it - but it is an expensive service indeed.

Overview of Covenant Benefits

Covenant Name	Covenant Giver	Benefits
Way of White	Petrus of Thorolund Rhea of Thorolund	Higher Priority Matching with other players in the following Covenants: Way of White, Princess's Guard, and Warrior of Sunlight in MP play.
Princess's Guard	Gwynevere	Higher Priority Matching with other players in the following Covenants: Way of White, Princess's Guard, and Warrior of Sunlight in MP play. Can use the Miracles Bountiful Sunlight & Soothing Sunlight.
Warrior of Sunlight	Sunlight Altar	Higher Priority Matching with other players in the following Covenants: Way of White, Princess's Guard, and Warrior of Sunlight in MP play. Can use the Miracle Sunlight Spear.
Darkwraith	Darkstalker Kaathe	Can use the Red Eye Orb in MP play.
Path to the Dragon	Stone Dragon	Can use the Dragon Eye in MP play.
Gravelord Servant	Gravelord Nito	Can use the Eye of Death in MP play.
Forest Hunter	Alvina of the Darkroot	Can be summoned when the Cat Covenant Ring is equipped in MP play.
Darkmoon Blade	Gwyndolin	Can be summoned when the Darkmoon Blade Covenant Ring in MP play. Can use the Blue Eye Orb. Can use the Darkmoon Blade Miracle.
Chaos Servant	Daughter of Chaos	Listed on the MP Ranking List. At Covent +2 can open the door that leads to the shortcut from Demon Ruins to Lost Izalith.

Oswald of Carim

Area	HP	Drop Items	Condition To Appear
Undead Parish	638	Twin Humanities, Book of the Guilty	Ring the first Bell of Awakening.

Event Items	Condition To Receive
None	–

Oswald of Carim will appear at the base of the tower that houses the first Bell of Awakening in the Undead Parish. Once you ring the bell, make your way back down and you'll see him standing there next to the exit of the tower. You can't miss him. When you see him, talk to him and he'll open shop. [→☐ 01]

Oswald is a unique Covenant character in that he doesn't have a Covenant to join, but instead, he lets you abandon your current Covenant without having to join another or kill the Covenant giver. This will come in handy during MP play if you want to change the Priority Matching action that occurs when you belong to a Covenant.

Oswald's Shop

Item	Souls
Purging Stone	4000
Indictment	2000
Book of the Guilty	1000
Karmic Justice (Miracle)	40000
Velka's Talisman	5000
Bloodbite Ring	10000
Poisonbite Ring	15000
Ring of Sacrifice	5000
Gesture: Well! What is it!	Free

Oswald is also a Pardoner of Sins. If you have sinned, then Oswald can absolve them all and give you a fresh start when you Request Absolution from him. It's not cheap though, and the more you sin, the more it will cost you. Naturally, Oswald expects souls as payment - and lots of them. For fun, go back to him at least once after you have left the area, and talk to him again. When you do, he'll mention Petrus of Thorolund.





Petrus of Thorolund

Area	HP	Drop Items	Condition To Appear
Firelink Shrine	594	Ivory Talisman	None

Event Items	Condition To Receive
Copper Coin	Talk to him twice.

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Way of White	No	–	Join	Nothing





Petrus is a Cleric from the land of Thorolund. He's on an Undead Mission along with Rhea, Vince, and Nico who will show up near him after you complete the Undead Parish by ringing the first Bell of Awakening. When you first meet him, talk to him twice and you'll get a Copper Coin. Talk to him again after that, and he'll open shop. When he does, you can enter his Covenant: Way of White, buy items, and learn a Gesture.

Once his shop is open, talk to him again (via his menu) and he'll mention his Undead Mission and then offer to tell you about it for a price. He requires souls as payment, and the amount he requests is based on your current level.

He wants 100 souls for every level you are at, so if you're at level 5, then he wants 500 souls, but he'll require 3000 if your at level 30, and so on. The information he's selling isn't important to gameplay, but if you're curious, then buy it before you level up so it is cheaper. If you ever say No when he offers to sell you the information, then he'll never offer again, so it's always best to say yes even if you don't have the required souls since he'll give you another chance - but you never get another chance if you ever say No. [→☐ 02]

Once Rhea, Nico, and Vince show up, talk to all four of them until they begin repeating themselves. This means they have exhausted all of their unique dialog. Once that happens, Rhea, Nico, and Vince will leave the next time you do. When you come back, Petrus will still be there, but he will leave the next time as well. Although, he'll eventually come back after you die a few times or visit another area and fight some enemies. Just avoid the Depths as entering that area causes Lautrec to leave.

While Petrus is still there, but Rhea, Nico, and Vince are gone, talk to Petrus to see how he really feels about Rhea. Next, talk to Lautrec who is located near Anastacia's cave and pay him the required souls to learn more about Rhea. Once you have done so, talk to Petrus yet again for his ultimate view on Rhea. All of this has to be done before you ever enter the Depths since Lautrec will leave as soon as you do. But again, it's not required, but is available if you're curious.

Petrus Shop

Item	Souls
Great Heal Excerpt	10000
Homeward	8000
Force	4000
Seek Guidance	2000
Heal	4000
Talisman	1000
Thorolund Talisman	5000
Gesture: Shrug	Free



Rhea of Thorolund

Area	HP	Drop Items	Condition To Appear
Firelink Shrine	531	Ivory Talisman, Humanity (x7)	Complete the Undead Parish and return to Firelink Shrine.
Tomb of the Giants			Exhaust all unique dialogue in Firelink Shrine, and then leave the area or enter the Catacombs and beat the Boss Pinwheel.
Undead Parish			Save Rhea in the Tomb of the Giants by defeating Nico and Vince, but you must visit and talk to her quickly or Petrus will kill her.
The Dukes Archives - Jail*			Buy all of her limited items from her shop in the Undead Parish.

*As a Hollow.

Event Items	Condition To Receive
Miracle: Replenishment	Talk to her in the Tomb of the Giants, then defeat Nico and Vince, and then talk to her again.
Pendant	Petrus must kill her in the Undead Parish.

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Way of White	No	–	Join	Nothing



Souls
1000



Rhea is the Princess of Thorolund, and she is on an Undead Mission with Nico, Vince, and Petrus; although Petrus abandons the three of them in the Tomb of the Giants. Rhea and her two escorts (Nico and Vince) will show up in Firelink Shrine next to Petrus after you have beat Undead Parish and rang the first Bell of Awakening.

09_052

Events

01 Once Rhea and her escorts arrive, talk to them all (including Petrus) until they start repeating themselves to exhaust all unique dialog. It's best to start with Petrus since what he has to say must come before the last things that Nico and Vince say. Once you have finished all the talking, leave the area and Rhea, Nico, and Vince will move to the Tomb of the Giants. Alternatively, enter the Catacombs and beat the Boss Pinwheel and they will leave regardless of remaining dialogue.

02 Make your way through the Tomb of the Giants to where Patches pushes you down into the pit. Once in the pit, move forward to the rear wall ahead and then go right to find Rhea sitting on the ground [→☐ 03]. Talk to her, and she'll warn you that Nico and Vince have gone Hollow. Leave her and go up the path to fight Nico and Vince. Once you have defeated them, talk to her once more for a reward. Now leave her, and finish the Tomb of the Giants, and she'll move to the Undead Parish

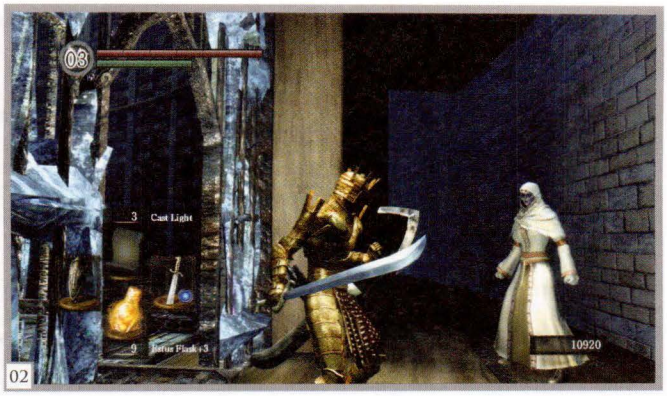
03 As soon as you are done with the Tomb of the Giants, go immediately to the Undead Parish and you'll find Rhea praying at the altar at the front of the church. Talk to her, and she'll open shop. But be warned, Petrus has it in for Rhea and if you visit two other areas in a row (besides the Undead Parish) without talking to Rhea, then Petrus will kill her. You'll not see it happen, but instead of finding her at the altar in Undead Parish, you'll find a golden soul light where she has dropped her items.

Rhea's Shop In The Undead Parish

Item	Souls
Divine Blessing	1000
Heal	1000
Great Heal Excerpt	2000
Homeward	1000
Force	1000
Great heal	10000
Wrath of the Gods	10000
Seek Guidance	500
Magic Barrier	6000
Talisman	200
Gesture: Prayer	Free



01



02

So if you mean to find Rhea, then make sure to go to Undead Parish immediately after leaving the Tomb of the Giants. The best thing to do is Finish Tomb of the Giants, then Warp back to Firelink Shrine, and then use the elevators above Petrus to reach the church of the Undead Parish. Take that route, and you're sure to find her. [→☐ 01]

04 Once you have bought all of the limited items (the items she only has one of), then she will leave the Undead Parish and show up as a Hollow in the Jail section of The Duke's Archives. In the jail, make your way down to the bottom floor, then start back up the stairs to find her in the 3rd cell up from the bottom. You'll need the Archive Prison Extra Key to open that cell. [→☐ 02]

Daughter of Chaos

Area	HP	Drop Items	Condition To Appear
Quelaag's Domain	698	Fire Keeper's Soul	Find her hidden chamber.

Event Items	Condition To Receive
None	–

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Chaos Servant	Yes	Humanity	Join	Pyromancy: Great Chaos Fireball
			Level +1	Nothing, Rank only
			Level +2	Pyromancy: Chaos Storm Unlock door in Demon Ruins to open shortcut to Lost Izalith

The Daughter of Chaos is Quelaag's Sister, and like Quelaag, she is half spider, and half woman. Also, she is blind and severely overburdened with eggs to the point where she can barely move and is in constant pain. But, even with this affliction, she can still perform her duties as a Fire Keeper and a Covenant Giver.

09_053

To find her, and her servant the Pyromancer Eingyi, defeat Quelaag in Quelaag's Domain, and then make your way forward and through the tower ahead to the entrance that leads to Demon Ruins. Once you find that entrance, do not go into Demon Ruins, but instead turn to your right to find a breakable wall. Hit the wall and it will disappear and reveal her chamber.

As you try to enter her chamber, her servant Eingyi will stop you and ask if you are a new Servant. You must say Yes, or he will deny you entrance into the chamber. After you get past Eingyi, speak to the Daughter of Chaos. When you do, you'll discover she speaks a different language from you, the Chaos Language. The only way you'll be able to understand what she says is to wear the Old Witch's Ring. That ring is obtainable as a character creation gift at the start of a new game when you are creating a new character or via item conversion with





03

Hawk Girl in the Undead Asylum. But, if you don't have that ring, then you can still deal with Quelaag's Sister, but you'll never get to hear her voice or what she has to say. Fortunately, her shop menus are in regular Language, so you'll be ok without the ring. [→☐ 03]

Upon speaking with her, she will open shop. As a Fire Keeper, she can reinforce your Estus Flask if you have a Fire Keeper's Soul. As a Covenant giver, she can let you join her Covenant if you desire. If you ever attack her and kill her, you'll get a Fire Keeper's Soul, but you'll also have to face Eingyi as well. Further, killing her disables the Bonfire in her chamber so you won't be able to rest there anymore.

Since she plays a rather important role in opening a secret path later in the game, it's best to let her live. The path in question is the shortcut from Demon Ruins to Lost Izalith. You'll find this shortcut just outside the room where you fight the Boss Firesage Demon. Face that room, and then look to the right to see a hole in the wall that leads to a long corridor below. Use the tree roots there to reach the ground floor, and then move to the end of the corridor to find a locked door. If you have leveled up her Covenant to +2, then touch the door and it will open. Not only is this a much easier way to get into Lost Izalith, but it is also required to reach the ultimate ending of Solaire's path.

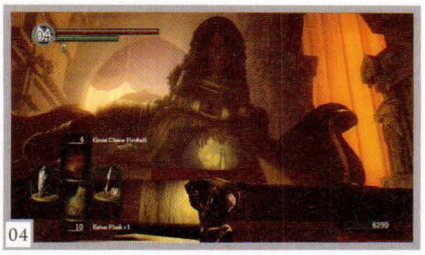
Gwynevere

Area	HP	Drop Items	Condition To Appear
Anor Londo, Chamber of the Princess	1	Lordvessel*	None

*This item can be received by simply talking to her.

Event Items	Condition To Receive
Lordvessel	Talk to her.

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Princess's Guard	No	–	Join	Ring of the Sun Princess



Gwynevere is the Princess of Anor Londo, and keeper of the Lordvessel. You'll have to make your way through Anor Londo and defeat the Bosses Dragon Slayer Ornstein & Executioner Smough in order to gain access to her chamber. Once those Bosses have been defeated, move forward and ride either the elevator on the right or left to reach the upper level and then enter her chamber. Speak with her, and she'll give you the Lordvessel that you need to place at the Firelink Altar. Speak to her again, and she'll allow you to join her covenant. [→☐ 04]



You can kill her if you like, but it is not necessary. She has only 1 HP, and will die in a single strike, but doing so will plunge Anor Londo into darkness which removes nearly all of the enemies in the area meaning you can't fight them any longer to gain souls and item drops, and killing her will anger the Fire Keeper Lady of the Darkling who will then hunt you down while you are in Anor Londo and attack you.

Another thing that killing Gwynevere does is open the Darkmoon Tomb at the lowest level of Anor Londo, but killing Gwynevere angers the resident there, Gwyndolin, and you'll not be able to join Gwyndolin's Covenant, although you can still fight Gwyndolin if you chose. All things considered, it's best to let Gwynevere live, but the choice is yours.

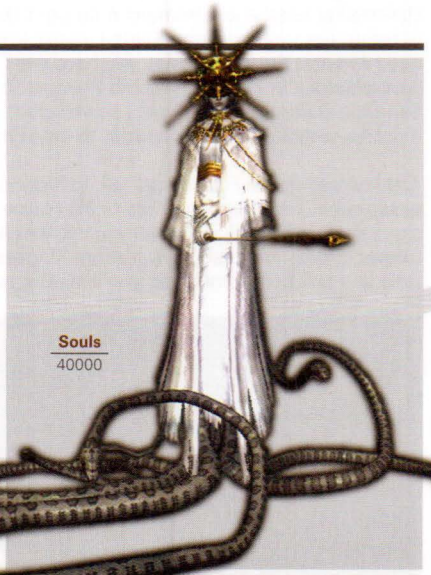
Gwyndolin

Area	HP	Drop Items	Condition To Appear
Anor Londo, Darkmoon Tomb	2011	Soul of Gwyndolin	Equip the Darkmoon Séance Ring and then enter the Darkmoon Chamber.

Event Items	Condition To Receive
Miracle: Sunlight Blade	Traverse the white light sealing Gwyndolin's area and engage Gwyndolin in a Boss fight. You can find these items in the chests located in the room at the end of the corridor.
Brass Helm	
Brass Armor	
Brass Gauntlets	
Brass Leggings	

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Darkmoon Blade	Yes	Souvenir of Reprisal	Join	Blue Eye Orb Darkmoon Blade Covenant Ring
			Level +1	Miracle: Darkmoon Blade* Darkmoon Talisman
			Level +2	Nothing, rank only.

*Can only be used when you are part of the Darkmoon Blade Covenant.



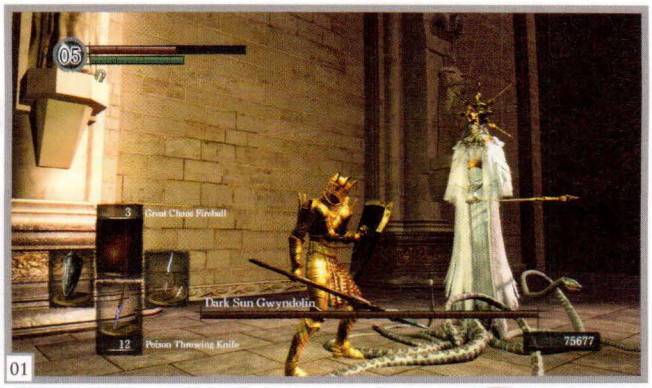


You can reach Gwyndolin's area by setting the rotating bridge in the middle of Anor Londo to its lowest setting. That allows you access to the Darkmoon Tomb. When you first get to Anor Londo, it's a good idea to go there and rest at the Bonfire so that it shows up on your Warp menu once you obtain the Lordvessel.

Before you can actually reach Gwyndolin, you'll have to visit the Catacombs and find the Darkmoon Séance Ring. Once you have that ring, equip it and then return to the Darkmoon Tomb. When you do, the large statue in front of the Bonfire will disappear, and you can go down the stairs to the kneeling area. Kneel at the prayer mat, and you can join Gwyndolin's Covenant. [→☐ 05]

But be warned, there is a white light barring the door ahead of the prayer mat. If you traverse that light, Gwyndolin will see it as sacrilege and betrayal, and you'll be locked in a Boss fight with Gwyndolin. Once you kill Gwyndolin, you'll obtain Soul of Gwyndolin, and can find some armor the chests at the back of the room, but Gwyndolin's Covenant will be gone forever, and if you are not part of the Darkmoon Blade Covenant, you can not use the Miracle: Darkmoon Blade. [→☐ 01]

While you are in the Darkmoon Blade Covenant, not only can you use the Miracle: Darkmoon Blade, but you can also be summoned by Gwyndolin for MP play if you are wearing the Darkmoon Blade Covenant Ring. It's interesting to note that the Anor Londo Fire Keeper, Lady of the Darkling, wears the Brass Armor you can find in Gwyndolin's chamber, and uses the Miracle: Darkmoon Blade when she fights you.



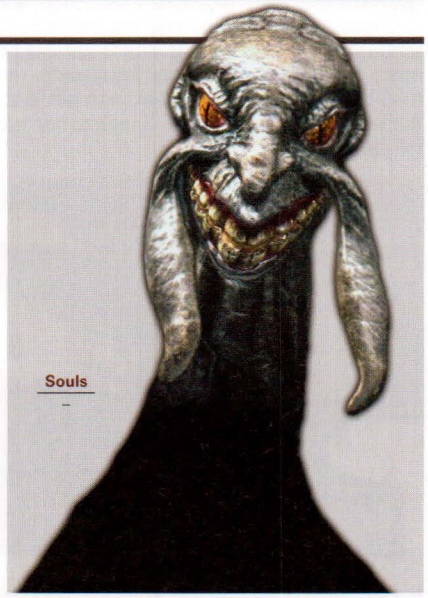
01

Darkstalker Kaathe

Area	HP	Drop Items	Condition To Appear
The Abyss	Invincible	–	Enter the Abyss and defeat the Four Kings, either before you obtain the Lordvessel, or while you have the Lordvessel In your possession.

Event Items	Condition To Receive
None	–

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Darkwraith	Yes	Humanity	Join	Dark Hand Will sell Cracked Red Eye Orbs for 3000 Souls
			Level +1	Red Eye Orb (whole, not cracked)
			Level +2	Dark Mask Dark Armor Dark Gauntlets Dark Leggings Dark Sword



Souls
–

Darkstalker Kaathe is a Primordial Serpent like Kingseeker Frampt, but while Frampt wants to return the world to light, Kaathe wants to plunge it into darkness. To find Kaathe, you'll need to enter the Abyss once you have the Lordvessel in your possession but before you have placed it at Firelink Altar (via Frampt). To enter the Abyss, you must first beat the Boss Sif in the Darkroot Basin. Doing so will grant you the Ring: Covenant of Astoria, and you must be wearing that ring in order to enter the Abyss and fight the Boss the Four Kings.

After defeating the Four Kings, talk to Kaathe near the Bonfire with the Lordvessel in your possession. He'll give you a Yes or No choice. Say Yes, and he'll take you to Firelink Altar to place the Lordvessel, and then you can join his covenant after that. Say No, and he leaves forever. Siding with Kaathe will anger Kingseeker Frampt and cause him to leave the next time you talk to him meaning you'll no longer be able to feed him items for souls.



02

If you have already placed the Lordvessel with Frampt before entering the Abyss, then Kaathe will never show up. If you get Kaathe to show up, but then say No. He will leave and you can use Frampt to help you place it. Do this and you'll lose the Darkwraith Covenant forever. Finally, if you ever try to attack Kaathe, he'll leave, and again, you'll lose his Covenant.

Also remember that, if you talk to Frampt with the Lordvessel in your possession, you'll have no choice with him, and he'll immediately take you to Firelink Altar and you must place the vessel meaning you'll never get to make Kaathe appear.

If you decide to side with Kaathe, you can warp to him through the Bonfire for his Covenant and to return to the Firelink Altar - as long as you never attack him and make him leave. Also, by siding with Kaathe, Frampt will leave, but the hole he came from will be open and you'll also be able to jump into that hole to reach Firelink Altar. Normally, a fall like that would kill you, but with Frampt gone, special magic comes into play to ensure a safe landing if you make that jump. This means you'll have two ways to reach Firelink Altar if you side with Kaathe. [→☐ 02]

Gravelord Nito

Area	HP	Drop Items	Condition To Appear
The Catacombs	Invincible	None	Have at least one Eye of Death in your inventory, then nestle into the coffin in the Catacombs and wait 30 seconds to be taken to the Nito's area, the Altar of the Gravelord.

Event Items	Condition To Receive
None	–

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Gravelord Servant	Yes	Eye of Death	Join	Gravelord Sword Miracle: Gravelord Sword Dance
			Level +1	Miracle: Gravelord Greatsword Dance
			Level +2	Nothing, rank only

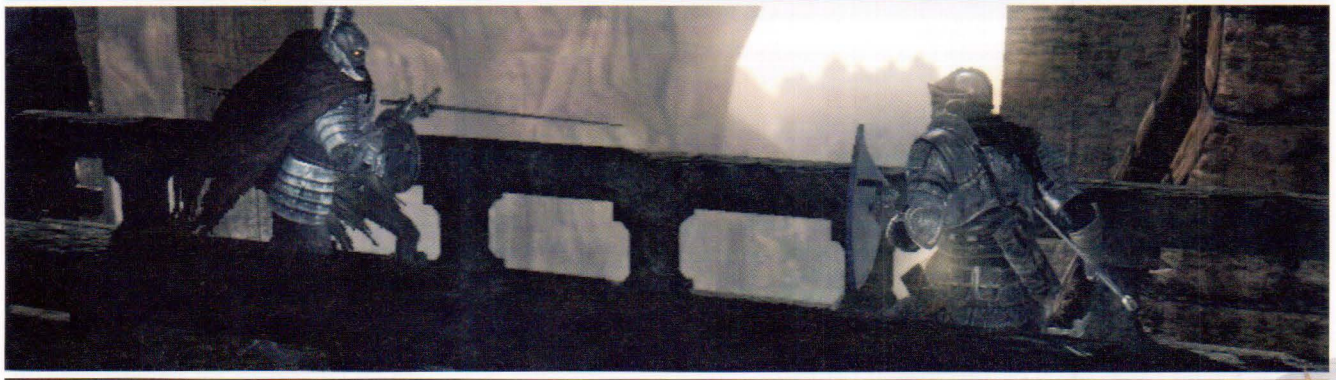
Souls
–



03

In the Catacombs, you'll come to a large Mausoleum filled with coffins. At the end of the long hallway, there is a Prowling Demon. Just before you reach the Prowling Demon, you'll find a coffin on your left that sticks out a bit further than the rest. Examine it, and you'll be given the chance to nestle into the coffin. If you have at least 1 Eye of Death in your inventory, then get into the coffin and wait 30 seconds, and then you'll be transported to Nito's area, the Altar of the Gravelord. Once there, go to Nito's sarcophagus, and pray. This will allow you the choice of entering his covenant. [→□ 03]

Once you enter his covenant, you can level it up to +2, but other than that, there is nothing to do since Nito doesn't sell items. All you can do is level up. Also, when you complete the Tomb of the Giants, you'll have to face Nito in a Boss fight. Once you kill Nito, his Covenant will be gone forever. This means that if you plan to join, you should do so before finishing the Tomb of the Giants, otherwise, you'll lose your chance. It should also be noted that when you arrive in Nito's area via the coffin in the Catacombs, all you can do is enter his covenant - you can not attack the sarcophagus and trigger an early fight with Nito.



Stone Dragon

Area	HP	Drop Items	Condition To Appear
Ash Lake	Invincible	–	None.

Event Items	Condition To Receive
Dragon Greatsword	Cut off his tail

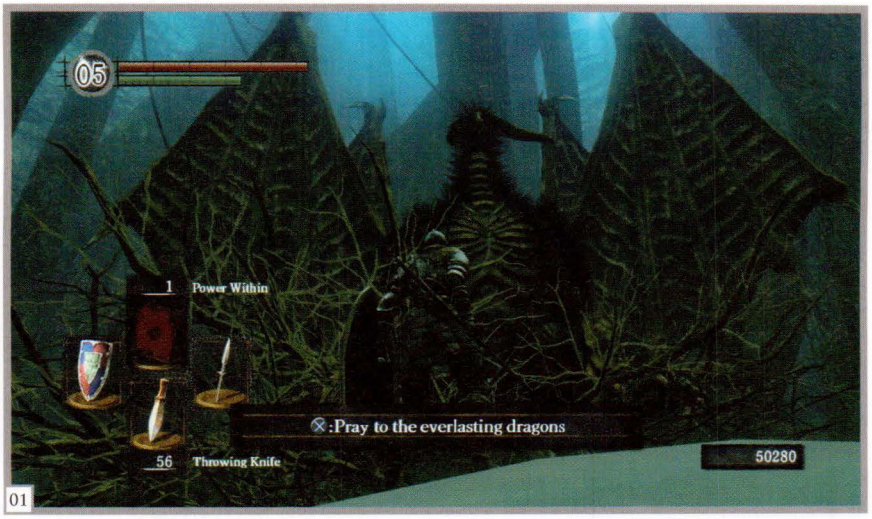
Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Path to the Dragon	Yes	Dragon Scale	Join	Dragon Eye Dragon Head Stone
			Level +1	Nothing, rank only
			Level +2	Dragon Torso Stone

Souls
–



At the bottom of Blighttown, in the swamps, you'll find a large tree with a root that you can walk up and reach a small area inside. There you'll find a corpse with an item, but more importantly, there is a breakable wall in this area. Break the wall to reach another small room with a Chest. Pillage the chest, and then hit the wall behind the Chest to make it disappear. Once that wall is gone, you can move forward to the Great Hollow.

The Great Hollow is the inside of the large tree. It's very tall, and full of branches that you must use to reach the ground below. It's a treacherous journey, and if you slip off a branch as you work your way down, you'll often die from the fall. It's a good idea to have the Sorcery: Fall Control that you can purchase from Griggs in Firelink Shrine to make this trip a bit easier. Once you reach the bottom, exit the Great Hollow and you'll be in Ash Lake. There is a Bonfire nearby, so use it immediately. Next, there is a large Hydra in the lake that you'll need to defeat, and it's a tough battle. Once you have vanquished the beast, follow the beach all the way to the end to find another Bonfire and the Stone Dragon. Approach the Dragon and pray to him and you'll be able to enter his Covenant. [→□ 01]



01

You'll gain the Dragon Head Stone for joining the Covenant, and get the Dragon Torso Stone at level +2. To use these stones, equip them like any other useable item, then press the Use button to activate the selected stone. In order to use the Dragon Head Stone, you must remove your Helmet. In order to use the Dragon Torso Stone, you must remove all your other armor.

When you use the Dragon Head Stone, your head will turn into a dragon head, and then you can press and hold the Use button again to breath fire. When you use the Dragon Torso Stone, your body will turn into a Dragon Body, and you can press the Use button to roar which can knock back and stun the enemy. Once you have changed into Dragon form, it will last until you die and respawn at a Bonfire. The stones are permanent and can be used as often as you like.

Alvina of the Darkroot Wood

Area	HP	Drop Items	Condition To Appear
Darkroot Garden	Invincible	–	None.

Event Items	Condition To Receive
None	–

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Forest Hunter	No	–	Join	Cat Covenant Ring



You'll find this large, white, talking cat in the Darkroot Garden not too far from the locked door that can be unlocked by the Crest of Astoria that Andre the Blacksmith sells. You don't need that crest to find Alvina though, you can instead travel through Darkroot Basin and enter Alvina's area of the Darkroot Garden from the opposite end. Once you find her crumbling building, look to the window facing the cliffs and you'll see her perched there. Speak with her and she'll allow you to join her covenant. [→□ 02]



02

When you join, she'll give you the Cat Covenant Ring. This ring is for MP play and allows Alvina to summon you when other players enter her area. This can be advantageous for you if you want to battle other MP Players for treasure. For the Summoning to work, you have to be online, a member of her covenant, and you must have the Cat Covenant Ring equipped.

As a member of the Covenant, you are not allowed to ever attack or kill other Members. If you do, even once, you'll be kicked out of the Covenant, and marked as a traitor to be hunted down by other Covenant members. Further, Alvina herself can not be killed, and attacking her just once will break the Covenant, brand you as a traitor, and cause Alvina to disappear. So if you join this Covenant and play online, be careful about who you attack!

Sunlight Altar

Area	HP	Drop Items	Condition To Appear
Undead Burg, Sunlight Altar	Invincible	–	To join with Solaire, complete his events 1 - 3. Join at any time when your stats are at the right level.

Event Items	Condition To Receive
Miracle: Sunlight Spear*	Replay the game on a New Game + file so that you have the soul of the last Boss of the game, "Gwyn, Lord of Cinder." Offer that soul to the Altar when Covenant is at Level +1.

*Can only use this Miracle when you belong to this Covenant.

Covenant	Level Up	Item for Leveling	Covenant Leveling	Item Received
Warrior of Sunlight	Yes	Sunlight Medal	Join	Miracle: Lightning Spear
			Level +1	Miracle: Great Lightning Spear Can offer Soul of Gwyn, Lord of Cinder
			Level +2	Nothing, rank only

The Sunlight Altar is located to the right of the Bonfire in the Undead Burg that is located behind where the Red Dragon was perched on the bridge. To the right of that Bonfire is a small raised area with the remains of a broken statue. That area is the Sunlight Altar. The Sunlight Altar will not open until your stats are at a certain level. Once you open the altar, you can join the Covenant and learn a new Gesture: Praise the Sun. [→□ 03]

If your Faith is at level 50, then the Altar will open. Alternatively, if the value of your Faith + (5 x number of times a Client in MP play) = 50, then that will open it too. This means that if you play offline only, you'll need a value of 50 for Faith to open the altar. If you play online, then the number of times you were the client x 5 + your Faith value need to be 50.

For example, let's say your Faith = 12 and you were a Client in MP 8 times. That gives you 12 + [5 x 8] = 12 + 40 = 52. The total value is 52 which is greater than 50 and is enough to open the Altar.

You can follow Solaire's events, and join the covenant with him at his event #3 if your stats are right. Otherwise, you can come back at anytime you do have the required stats, even on a New Game +, to open the Altar.

To get Miracle: Sunlight Spear, you'll need to replay the game on a New Game + so that you have the final Boss' soul in your inventory, and then you'll need to join the Covenant of the altar, and then you need to level the Covenant to Level +1. Do all of that, and you can then offer the soul of Gwyn, Lord of Cinder to the Altar in exchange for the Miracle.



03

It takes 10 Sunlight medals to level this Covenant to +1. Unfortunately, there are only nine possible in a single play through the game. This means you will have to level this Covenant up on a New Game +. When you do, you can also offer the soul of Gwyn, Lord of Cinder for the Sunlight Spear Miracle. Also, remember that to receive a Sunlight Medal from Solaire, you have to Summon him for a Boss Fight, and he has to live through it.

Sunlight Medal Locations

Location	Quantity
Bell Gargoyle Boss Fight - Undead Parish	1
Reward from Lautrec - Firelink Shrine	1
Gaping Dragon Boss Fight - The Depths	1
Chest in Anor Londo	3
Ornstein & Smough Boss Fight - Anor Lond	1
Centipede Demon Boss Fight - Demon Ruins	1
Gwyn, Lord of Cinder Boss Fight - Kiln of the First Flame	1

The Merchants

Scattered throughout the world of Lordran, you'll find several NPCs that will offer you items for a price - and the price is always payable in souls. Some of these Merchants are immediately available for business, and all you need do is approach them and begin talking to get the ball rolling. Others, however, require a little more work on your part to get them to open their shop, but in the end, it is well worth the effort.



Undead Merchant (Male)

Area	HP	Drop Items	Condition To Appear
Undead Burg	360	Orange Guidance Stone, Residence Key	None.

Event Items	Condition To Receive
None	–



In the Undead Burg, push forward until the Red Dragon jumps on the bridge in front of you for the first time and then flies off. Once you get past that, you'll be in a small area facing some Undead. The path forward is straight ahead, but if you go right, you can reach another area with two Undeads that use spears. Kill them, then break all the boxes surrounding the stairwell there. Go down the stairs and then out the door on the left to find this Merchant. [→☐ 01]



Undead Merchant (Male)'s Shop

Item	Souls
Repair Powder	500
Throwing Knife	10
Firebomb	50
Lloyd's Talisman	500
Orange Guidance Soapstone	100
Residence Key	1000
Repairbox	3000
Seek Guidance	500
Magic Barrier	6000
Talisman	200
Dagger	300
Shortsword	600

Item	Souls
Scimitar	600
Rapier	600
Hand Axe	450
Club	150
Reinforced Club	350
Spear	600
Short Bow	1000
East-West Shield	400
Small Leather Shield	600
Buckler	800
Leather Shield	800

Item	Souls
Heater Shield	1000
Warrior's Round Shield	800
Standard Arrow	10
Large Arrow	50
Wooden Arrow	3
Standard Bolt	30
Heavy Bolt	100
Chain Helm	500
Chain Armor	800
Leather Gauntlets	500
Chain Leggings	500

Undead Merchant (Female)

Area	HP	Drop Items	Condition To Appear
Undead Burg	420	–	None.

Event Items	Condition To Receive
None	–

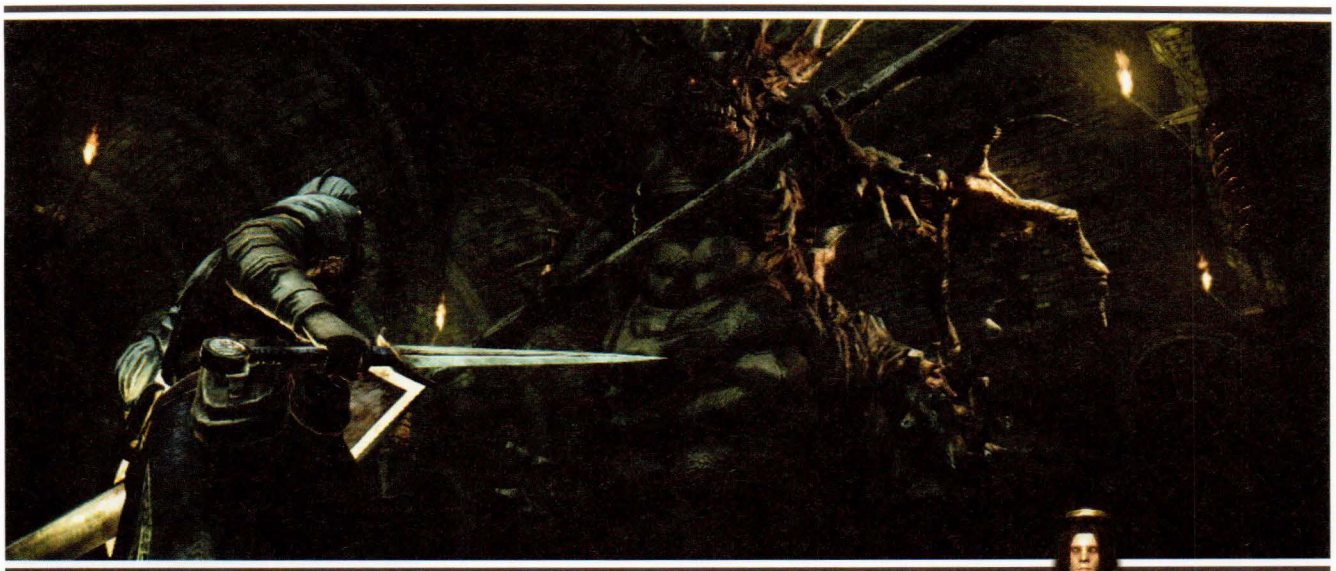


After completing the Undead Parish, you'll have the Basement Key. You'll use that key on the locked door in the Undead Burg located on the bridge that the Red Dragon rests on. The door is on the opposite side of where the Red Dragon is located, and is close to where Solaire first appears. Go through that door and down into the lower area. Push forward and you'll come to some stairs on your right that are located just across from the door that leads to the depths. Go up those stairs to find an exit that leads into some sewers. If you go left, you'll reach the locked door that links Firelink Shrine to this lower area of the Undead Burg. If you look to your right, you'll find this merchant standing behind some iron bars. [→☐ 02]

Undead Merchant (Female)'s Shop

Item	Souls
Bloodred Moss Clump	300
Purple Moss Clump	500
Blooming Purple Moss Clump	1000
Poison Throwing Knife	100
Dung Pie	200
Alluring Skull	500
Charcoal Pine Resin	500

Item	Souls
Transient Curse (x4)	4000
Rotten Pine Resin	1000
Homeward Bone	800
Prism Stone	10
Humanity (x1)	5000
Fire Arrow	100
Poison Arrow	100



Griggs of Vinheim

Area	HP	Drop Items	Condition To Appear
Undead Burg, lower level	659	Sorcery: Hush, Slumbering Dragoncrest Ring, Humanity	He's trapped in a locked room.
Firelink Shrine	659		Use Residence Key to free him from the trapped room.
Sen's Fortress*	659		Buy all of the limited items he sells in Firelink Shrine.

*As a Hollow.

Event Items	Condition To Receive
None	–

Griggs is a Sorcerer and apprentice to Big Hat Logan. You'll first encounter him trapped in a locked room in the lower portion of the Undead Burg where the entrance to The Depths is located. Once you use the Basement Key to reach the lower portion of the area, go right and approach the large door of the building ahead and on your left. Griggs will talk to you through the door and ask for help. You'll need the Residence Key to unlock the room and free him. You can buy that key for 1000 souls from the Undead Merchant (Male) in the Undead Burg.

Once he is free and you leave the area, he'll show up in Firelink Shrine. Talk to him there, and he'll sell you Sorcery spells and other items. Later in the game, when big Hat Logan shows up next to him, Griggs will stop selling items until Big Hat Logan leaves. Once Logan does leave, Griggs will add two new Sorcery spells to his shop. Both of these spells are sold by Logan when he is in Firelink, but Logan stops selling them once he leaves. Logan will leave after you place the Lordvessel at Firelink Altar. [→☐ 03]



03



After you place the Lordvessel, if you buy all of the limited items (items that he only has one of), and then go to Sen's Fortress, you'll find that Griggs has gone Hollow and will attack you. You'll find him on the second path that leads up to the mechanism that launches the large steel balls the giant on the roof is dropping.

Griggs' Shop*

Item	Souls
Soul Arrow	1000
Heavy Soul Arrow	2000
Soul Spear**	40000
Great Soul Arrow	6000
Fall Control	1500
Great Heavy Soul Arrow	8000
Magic Weapon	3000
Homing Soulmass**	20000
Aural Decoy	1000
Magic Shield	3000
Sorcerer's Catalyst	500
Bellowing Dragoncrest Ring	20000
Lingering Dragoncrest Ring	20000

*Available once your Intelligence stat is 10 or more //
**After Logan leaves Firelink Shrine.

Laurentius of the Great Swamp

Area	HP	Drop Items	Condition To Appear
The Depths	719	–	He's trapped in a barrel.
Firelink Shrine	719		Free him from the barrel.
Blighttown*	719		Own Quelaana's Pyromancer Flame, speak to him in Firelink Shrine and agree to tell him about the flame.

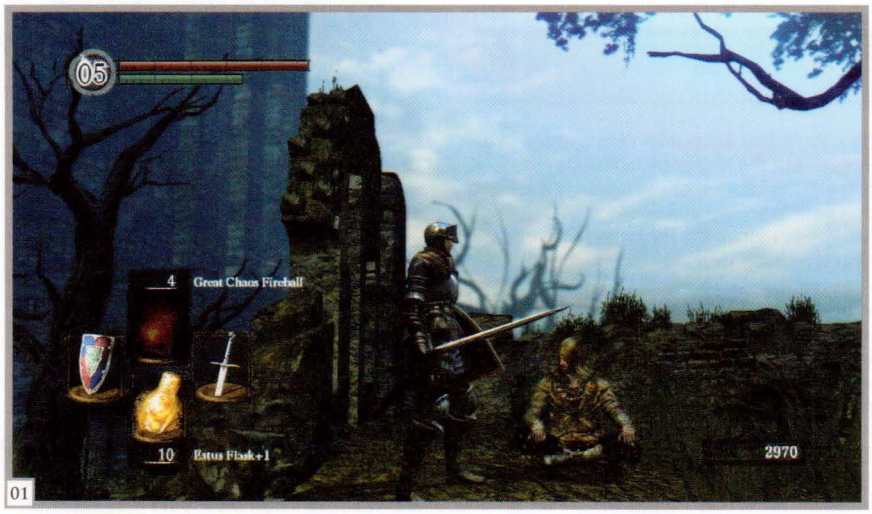
*As a Hollow

Event Items	Condition To Receive
Pyromancer Flame	Speak to him in Firelink Shrine. If you don't have a Pyromancer Flame, then he'll offer you one.

Once you are in The Depths, you can find Laurentius trapped in a barrel in a room near the area where you encounter the Butcher enemies. Break the barrel to free him, then speak with him. Once you complete The Depths, Laurentius will appear in Firelink Shrine. [→☐ 01]

At Firelink Shrine, speak to him and say No you do not find magic unsavory. He will then give you a Pyromancer Flame if you don't already have one. He'll also open shop and will sell Pyromancy Magic, and will ascend your Pyromancer Flame up to level +15.

If during the game you acquire Quelaana's Pyromancer Flame and then speak with Laurentius again. He'll ask you to tell him about that flame. If you choose Yes, then Laurentius will leave Firelink and go to Blighttown to try and find Quelaana for himself. Unfortunately, he won't fare well and will turn Hollow. You can find him down in the Swamps at the bottom of Blighttown once this happens. If you plan to buy all of Laurentius' Pyromancy Magic, then do so before you get the Quelaana flame. Please refer to Quelaana of Izalith's entry located later in this chapter for more information.



01


Souls
1000

Laurentius' Shop

Item	Souls
Fire Orb	8000
Combustion	500
Iron Flesh	2000
Flash Sweat	2000
Fireball	800

Pyromancy Flame Ascension

Level	Required Souls
+1	500
+2	1000
+3	2000
+4	3000
+5	4000
+6	5500
+7	7000
+8	8500
+9	10000
+10	12000
+11	14000
+12	16000
+13	19000
+14	22000
+15	25000

Big Hat Logan

Area	HP	Drop Items	Condition To Appear
Sen's Fortress	719	Big Hat*, Tin Crystallization, Catalyst*, Sorcery: White Dragon Breath*	He's locked in a cage.
Firelink Shrine	719		Free him from Sen's Fortress.
The Duke's Archives - Jail	719		Place the Lordvessel at Firelink Altar
The Duke's Archives - Archive Room	719		Free him from the jail cell.
The Duke's Archives - Seath's Room*	719		Buy all of his sorceries and finish Crystal Cave by killing Seath.

*Only drops this when you fight him as a Hollow in The Duke's Archives.

Event Items	Condition To Receive
Sage Robe	Buy all of his Sorceries when he is in the archive room of The Duke's Archives. Leave and then come back to find these items in a chest that he left behind.
Traveling Gloves	
Traveling Boots	
Logan's Catalyst	


Souls
1000



02

Logan's Shop

Item	Souls
Great Soul Arrow	6000
Heavy Soul Arrow	2000
Great Heavy Soul Arrow	8000
Homing Soulmass*	20000
Soul Spear*	40000
Magic Weapon*	3000
Magic Shield*	3000
Soul Arrow	1000
Crystal Soul Spear**	50000
Crystal Magic Weapon**	20000
Homing Crystal Soulmass**	30000

*Only available at Firelink // ** Only available at Duke's Archives

Big Hat Logan is a sorcerer with an undying thirst for knowledge. He pursues knowledge at all costs, and often gets himself into trouble during his pursuits. Once he gets into a jam, you'll have to come to his rescue to see that he can continue on his path. Once you help him out and he moves to Firelink Shrine or The Duke's Archives, he'll sell you Sorceries, but only if your Intelligence stat is 15 or higher.

Events

01 You'll first find Logan locked in a cage in Sen's Fortress. The area to find him is one of the paths that the rolling ball takes. You'll need to turn the mechanism so that it launches the ball down onto the path that has the Snakeman enemy lounging against the wall. Once the ball goes down that path, it will hit the Snakeman and break the wall behind him. Now kill that enemy and go through the hole in the wall to find Logan locked in a cage on your right. You'll need the Cage Key that is found near the end of Sen's Fortress, or you'll need the character creation gift item, Master Key to unlock the cage. Once you free him and complete Sen's Fortress, Logan will move to Firelink Shrine.

02 In Firelink Shrine, Logan will be resting on the ground near his apprentice, Griggs of Vinheim. While Logan is around, Griggs will not sell any sorceries, so you'll have to buy from Logan if you want any. Once you obtain the Lordvessel and then either talk to Logan or simply place it at Firelink Altar, Logan will leave Firelink and go to The Duke's Archives.

03 At first, Logan will be located in a large cell at the bottom of the jail that you find yourself in after dying during your first battle with Seath the Scaleless. You'll need to get out of jail and then make your way all the way to the end of the archives where the exit to the outside area is located. There you'll find a key that opens Logan's cell, so backtrack and free him.

04 Once you have freed Logan, leave the area and then come back. This time you'll find Logan in one of the small archive rooms near the exit that leads to the outside (the same area where you found the key to free him). When you find him there, speak to him and he'll sell Sorceries to you.

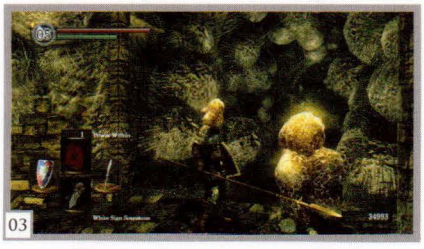
05 Buy all of Logan's Sorceries that he sells at The Duke's Archives and kill Seath (order does not matter). Once you have bought all of Logan's Sorceries and Seath is dead, talk to Logan once more, and he'll get mad and tell you to leave him alone.

Leave the area and then come back, and you'll find Logan has gone, but he left a chest containing some items in his place. Pillage the chest, and then make your way back to the room at the beginning of The Duke's Archives where you first fought Seath and lost. In that room you'll find a chest with an ember and also a Hollow Logan sans his clothing. Kill him, and he'll drop some nice items. [→☐ 02]

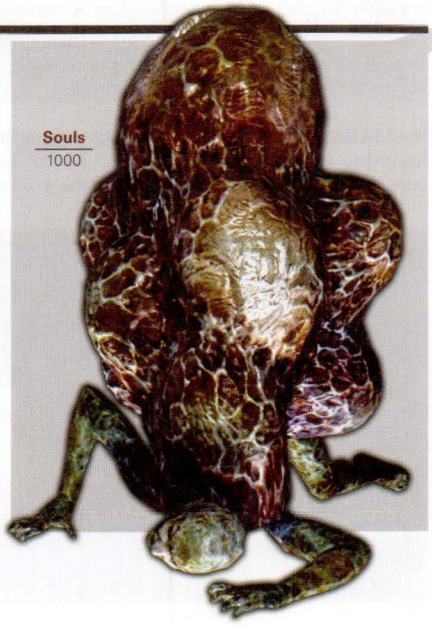
Eingyi

Area	HP	Drop Items	Condition To Appear
Quelaag's Domain	277	–	Find and enter the chamber of the Daughter of Chaos.

Event Items	Condition To Receive
Pyromancer Flame	Speak to him without a regular Pyromancer Flame in your inventory and he'll offer you one.


03

This guy is the egg-burdened Pyromancer and servant of the Daughter of Chaos. He is located in her chamber in Quelaag's Domain. When you first encounter him, he'll ask if you are a new servant. Say Yes, or he won't let you into the chamber. If you do accidentally say No, then leave the area and kill a few enemies, rest at a Bonfire, and after 10 minutes, go back and talk to him again and he'll ask you again if you are a New Servant, so make sure to say Yes. After you are in, talk to him, and if you don't have a regular Pyromancer Flame, he'll offer you one and then he'll open shop. [→☐ 03]



Souls
1000

However, he will only offer you the Pyromancer Flame after you have placed the Lordvessel. Also, he will not offer the Pyromancer flame or sell the majority of his items until after you have become infected with an egg and your head has transformed into an egg-burdened mess. Once that happens, approach him and he'll give you an Egg Vermifuge to cure your head, and then he'll start selling the Egg Vermifuge and two new Pyromancy magics. You only have to become infected once; after he starts selling all of his items, they will always be there from that point on.

To become infected, walk out to the Demon Ruins and hit one of the egg-burdened enemies there to have it target and attack you. Get close, and let it do it's grab attack in which it grabs you and the maggot comes out of the top and plants an egg in your head. Now leave and wait 4 minutes for the egg to hatch. You'll know you're infected when you see your character periodically scratching his or her head. Besides the few items he sells, he can also ascend your Pyromancer Flame to +15.

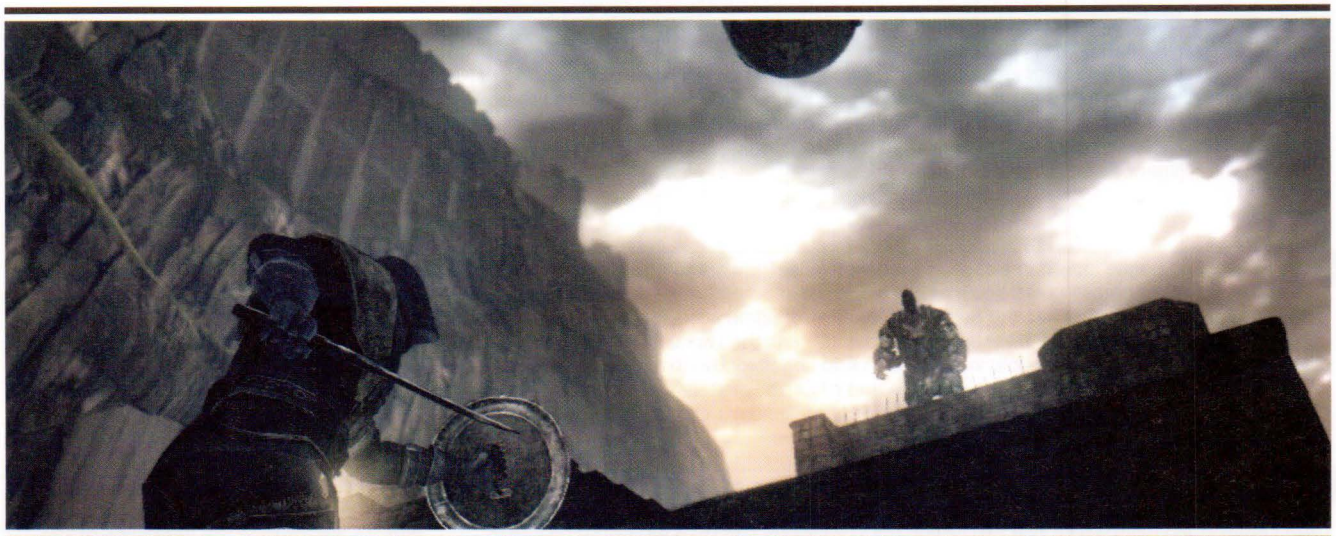
Eingyis' Shop

Item	Souls
Servant Roster	500
Egg Vermifuge*	1000
Poison Mist*	10000
Toxic Mist *	25000

*After you have become infected with an egg and your head transforms.

Pyromancy Flame Ascension

Level	Required Souls
+1	500
+2	1000
+3	2000
+4	3000
+5	4000
+6	5500
+7	7000
+8	8500
+9	10000
+10	12000
+11	14000
+12	16000
+13	19000
+14	22000
+15	25000





Dusk of Oolacille

Area	HP	Drop Items	Condition To Appear
Darkroot Basin	276	–	Defeat the Hydra at the lake, leave, then come back and defeat the Golden Crystal Golem.

Event Items	Condition To Receive
Crown of Dusk, Antiquated Dress, Antiquated Gloves, Antiquated Skirt	After freeing her, use her Summon Sign, and then return to the place where you defeated the Golem to find this selection of Armor waiting on the ground.

In the Darkroot Basin, go to the lake and defeat the Hydra there. Once it has been killed, leave the area and then come back. At the lake where you defeated the Hydra, walk all the way to the rear of the area and into the cavern in the back to find a Golden Crystal Golem. Defeat that Golem, and you'll release the spirit of Dusk of Oolacile. Say Yes when she asks if she can pass on her knowledge to you, then she'll vanish and leave a summon mark on the right hand side of the lakeshore where you fought the Hydra. Go to that mark and then Summon her to open her shop of Sorcery. [→□ 01]





Dusk's Shop

Item	Souls
Hidden Body	2000
Cast Light	1000
Repair	10000
Chameleon	3000
Hidden Weapon	2000
Oolacile Ivory Catalyst	1000
Gesture: Proper Bow	Free

Quelaana of Izalith

Area	HP	Drop Items	Condition To Appear
Blighttown, in the swamps	698	Pyromancy: Fire Tempest*	Must have a Pyromancy Flame at Level +10 or higher in inventory, and must visit her in Blighttown before defeating the Boss at Lost Izalith.

*Can also be gotten by beating the Lost Izalith Boss and then talking to her again.

Event Items	Condition To Receive
Fire Tempest	Talk to her, then beat the Boss at Lost Izalith when she asks a favor of you.

Quelaana can prove a bit tricky to find. The first rule is that you have to find her before you beat the Boss Bed of Chaos in Lost Izalith. The second rule is that you must have a Pyromancer Flame at Level +10 or higher. Once you have ascended your flame that high, and you have not beaten the Boss of Lost Izalith, enter the swamps of Blighttown.

The best way to do this is to warp to the chamber of the Daughter of Chaos, and from there, exit Quelaag's Domain and enter the swamp. From the exit of Quelaag's Domain, move forward and slightly left. Ahead you'll see a large stone column. Just behind that one, and slightly to the left of it is another stone column. You'll find Quelaana sitting on the ground at the base of that second column. [→□ 02]

Once you find her, talk to her and become her pupil, and she'll open her shop of Pyromancy. She sells Pyromancy magic, and can ascend a regular Pyromancy flame. Once you have ascended your flame to +15, she can convert that flame to a Quelaana Pyromancer Flame.

When you convert your +15 flame to a Quelaana Flame, you'll notice the name of the flame stays the same (Pyromancer Flame) but its description in the inventory menus will have changed. Once you have this flame, you can go back to Firelink and talk to Laurentius. Talking to him with that flame in your inventory will cause him to ask you for information about the flame. If you say Yes and tell him about it, then he will leave Firelink and go to the swamps in Blighttown to try and find Quelaana for himself. Unfortunately, he fails and becomes a Hollow and will attack you if you came across him in the swamps. If you plan to buy all of Laurentius' Pyromancy Magic, then do so before you get the Quelaana flame.

After you have found her and leave the area, make sure to go back and see her again, and then talk to her. She'll ask a favor of you, which is to kill her Mother and Sister in Lost Izalith. They are trapped in the Boss Bed of Chaos. Once you defeat the Boss of Lost Izalith, return to Quelaana and talk to her, and she'll give you her final Pyromancy: Fire Tempest.

If you want to buy all of her Pyromancy magic, then make sure you do it before you beat the Boss of Lost Izalith as she will disappear after she gives you Fire Tempest and you leave the area.



02



Quelaana's Shop

Item	Souls
Fire Orb	8000
Great Fireball	20000
Firestorm	30000
Fire Whip	10000
Combustion	500
Great Combustion	5000
Undead Rapport	10000
Fireball	800

Pyromancy Flame Ascension

Level	Required Souls
+1	500
+2	1000
+3	2000
+4	3000
+5	4000
+6	5500
+7	7000
+8	8500
+9	10000
+10	12000
+11	14000
+12	16000
+13	19000
+14	22000
+15	25000

Conversion to Quelaana Pyromancer Flame

Level	Souls
Initial Conversion	25000
+1	27000
+2	30000
+3	33000
+4	36000
+5	40000

Ingward

Area	HP	Drop Items	Condition To Appear
New Londo Ruins	682	Key to the Seal*, Humanity	None.
Firelink Shrine	682		Beat the Four Kings in The Abyss, then speak with him again.

*In New Londo Ruins only, can be gotten by simply talking to him when you have the Lordvessel.

Event Items	Condition To Receive
Key to the Seal	Talk to him.

Ingward is a Remedician that you'll find on a rooftop in the New Londo Ruins. You'll have to find him in order to get the Key to the Seal. It is that key that will allow you to open the gates leading to The Valley of the Drakes. Once those gates are open, all of the water that is flooding New Londo Ruins will drain out, and you'll be able to reach the lower levels safely, and ultimately reach the final area, The Abyss where the Boss fight with the Four Kings awaits. It should be noted that before you can enter The Abyss, you'll need to defeat the Boss Sif in Darkroot Garden to get the ring Covenant of Astorias which allows you to traverse the Abyss safely.

Ingward's Shop

Item*	Souls
Resist Curse	5000

*Offers Service of Break Curse in exchange for Humanity.

Once you beat the Four Kings in The Abyss, make sure to talk to Ingward once again. When you do, he'll tell you he is ready for a change of scenery and will then move to Firelink Shrine. In either location, he only sells the Sorcery: Resist Curse, and he offers the service to break a curse if you have been afflicted by one. To have him remove the curse will cost you 1 Humanity. [→☐ 01]



Souls
–



01

Shiva of the East

Area	HP	Drop Items	Condition To Appear
Darkroot Garden	719	Murakumo, Iron Round Shield, Humanity	Join Alvina's Covenant.
Blighttown, in the swamps	719		Leave Darkroot Garden after joining Alvina's Covenant and then go to the swamps in Blighttown.

Ninja Bodyguard	Area	HP	Drop Items
	Darkroot Garden	742	Dark Wood Grain Ring, Humanity, Souls: 2000
	Blighttown, in the swamps	742	

Event Items	Condition To Receive
None	–

You'll first encounter Shiva in the Darkroot Garden outside of Alvina's building. To get him to appear, you must join Alvina's Covenant, Forest Hunter. Once you join that Covenant, exit the building and look to your left to see Shiva. Speak with him there, and he'll give you some general information about Hunting for Alvina's Covenant. Now leave the area, and go to Blighttown.

Shiva's Shop in Blighttown*

Item	Souls
Flamberge	10000
Stone Greatsword	15000
Demon Great Machete	10000
Shotel	10000
Uchigatana	5000
Washing Pole	20000
Demon's Greataxe	10000
Claw	5000
Demon's Spear	15000
Gesture: Look Skyward	Free

*You must belong to the Forest Hunter Covenant for him to appear in Blighttown

You'll need to be in the lower swamp area to find Shiva. It's best to warp to the chamber of the Daughter of Chaos, and then exit Quelaag's Domain to enter the swamp. Once you exit Quelaag's Domain, go slightly left past the first two large stone columns and make your way to the large spinning wheel structure behind them. You'll find Shiva resting against a small wooden wall there [→☐ 02]. Talk to him, and he'll open his shop for business. You can attack Shiva if you like, but be warned he has a Ninja Bodyguard with him at all times. The Ninja is hard to see since he uses the Ring of Fog to make himself transparent and nearly invisible. If you attack Shiva, then the Ninja will attack you. When in the swamps of Blighttown, the Ninja is hiding behind the wall that Shiva is resting against.



Souls
3000



02

PATCHES

Area	HP	Drop Items	Condition To Appear
Catacombs	821	Crescent Axe, Humanity	Go to the Catacombs before Rhea, Nico, and Vince leave Firelink Shrine.
Tomb of the Giants	821		Beat Pinwheel in the Catacombs and then enter the Tomb of the Giants.
Firelink Shrine	821		Talk to him and say No, you are not a Cleric. Then speak to him after he pushes you off the cliff in Tomb of the Giants and tell him No you are not friends. Finally, complete the Tomb of the Giants.

Event Items	Condition To Receive
Humanity	Talk in the Catacombs after his bridge trap and say Yes.
Twin Humanity	Talk in the Tomb of the Giants after he pushes you over the cliff and say No.



Patches is deceitful and dangerous person when you first meet, him, but you can straighten him out and turn him into an honest business man. It'll take a little effort on your part, but it's worth it in the end.

Events

01 This event is optional, so you don't have to talk to him if you don't want to. When you enter the Catacombs while Rhea, Nico, and VInce are still in Firelink Shrine, you'll first find Patches at the bridge switch near the Bonfire that is hidden behind the breakable wall. Climb up and talk to him. He'll first ask you if you are a Cleric, and you must say No even if you are one. He will only open his shop later in Firelink Shrine if you say No. After talking to him, try to cross the bridge. When you do, he'll trigger the switch and make the bridge rotate in an effort to drop you off onto the chasm below. To avoid this, sprint across the bridge, and you'll make it to safety easily.

Once across the bridge, make your way back to Patches and talk to him again. He'll ask if the bridge incident caused you any trouble. Say Yes it did, and he'll apologize and give you 1 Humanity. Now move on to the Tomb of the Giants.

To trigger Patches appearance in the Catacombs, you must leave Rhea, Nico, and Vince alone so that they stay in Firelink Shrine. That is, do not talk to them, and they'll stay put so that you can find Patches.

02 In the Tomb of the Giants, after you get past the coffin slides, you'll find Patches off to the right of the last slide. If you didn't talk to him in the Catacombs, then he will ask you if you are a Cleric. Again, you must say No, or he'll never open his Shop in Firelink Shrine. Patches doesn't like Clerics at all. After that, he'll have you look over the cliff at some treasure down below. When you go to look, he'll push you over the cliff into the pit below. [→□ 03]

Once you are in the pit, grab the Skull Lantern from one of the Corpses, and then make your way back up to Patches and talk to him again. He'll be surprised to see you and will ask if you are still Jolly Good Undeads and friends. Say No here, and he'll try to make it up to you by giving you a Twin Humanity. Answering this question is the required part, and now that you have answered his final question, he'll show up in Firelink Shrine. Now move one and finish the Tomb of the Giants.



03

Patches Shop

Item	Souls
Eye of Death	3000
Divine Blessing	20000
Prism Stone	10
Humanity	10000
Twin Humanities	20000
Heal	5000
Great Heal Excerpt	10000
Crescent Axe	10000
Mace	3000
Canvas Talisman	1000
Thorolund Talisman	5000
Mask of the Father	8000
Mask of the Mother	8000
Mask of the Child	8000
Cleric Helm	5000
Cleric Armor	7000
Cleric Gauntlets	5000
Cleric Leggings	5000
Gesture: Prostration	Free

03 When you have completed the Tomb of the Giants, go back to Firelink Shrine, and you'll find Patches in the small area to the left of where Frampt is located. Go there and talk to him, and he'll open his shop. Also, speak about several of the other NPCs.

Crestfallen Merchant

Area	HP	Drop Items	Condition To Appear
Sen's Fortress	878	–	None.

Event Items	Condition To Receive
None	–





You'll find this Merchant in Sen's Fortress, near the end of the area. When you come to the catwalks that are broken near the Giant that is dropping boulders down into the hole of the mechanism, you are close. What you need to do is getting a running start and then jump over the break in the catwalk and then make your way forward to the small tower ahead. In the room of that tower is where you'll find the Crestfallen Merchant. Incidentally, if you take the stairs in that room down to the next area below, you can also find the key that opens Big Hat Logan's cage. [→☐ 01]

Crestfallen Merchant's Shop

Item	Souls
Black Firebomb	500
Green Blossom	1000
Titanite Shard (+5)	1000
Large Titanite Shard (+10)	4000
Green Titanite Shard	5000
Greatsword	8000
Greataxe	8000
Balder Shield	4000
Tower Shield	8000
Standard Arrow	10
Large Arrow	50
Feather Arrow	100
Standard Bolt	30
Heavy Bolt	100

Item	Souls
Sniper Bolt	250
Catarina Helm	10000
Catarina Armor	10000
Catarina Gauntlet	7000
Catarina Leggings	7000
Steel Helm	5000
Steel Armor	8000
Steel Gauntlet	5000
Steel Leggings	5000
Balder Helm	5000
Balder Armor	8000
Balder Gauntlets	5000
Balder Leggings	5000
Thunder Stoneplate Ring	15000
Spell Stoneplate Ring	15000

Domnhall of Zena

Area	HP	Drop Items	Condition To Appear
The Depths	767	–	None.
Firelink Shrine	767		Complete the Depths and leave the area.

Event Items	Condition To Receive
Sells various Boss Armor	Beat specific Bosses then purchase from his shop.





Domnhall of Zena is a merchant that first appears in the Depths just outside the door that leads to Blighttown. His armor gives him the look of a court jester, and he's located on the right side of the area. Talk to him, and he'll open his shop for you. The interesting thing about his shop is that he updates his armor selection once you beat certain bosses, so check back with him often.

Fortunately, after you complete the Depths and leave that area, he'll move to Firelink Shrine. In Firelink Shrine, he's located under the bridge area that leads to the Undead Burg. You'll have to do a running jump to get onto that area and then walk carefully to avoid falling off, but it's worth the effort. [→☐ 02]

It should be noted that he will sell either Ornstein's or Smough's armor once you beat them in Anor Londo. However, he only sells the armor of the enemy that you beat last in that fight. If you want to acquire both, you'll have to play through the game a second time on a New Game + and beat a different one of them last in that fight.

Domnhall's Shop

Item	Souls
Gold Pine Resin	1000
Bottomless Box	1000
Crystal Straight Sword	4000
Crystal Greatsword	6000
Crystal Shield	4000
Gesture: Joy	Free
Domhall's Armor	
Helm of the Wise	12000
Armor of the Glorious	15000
Gauntlets of the Vanquisher	10000
Boots of the Explorer	10000

Item	Souls
New Game+ only, Beat Gwyn, Lord of Cinder	
Crown of the Great Lord	20000
Robe of the Great Lord	20000
Bracelet of the Great Lord	20000
Anklet of the Great Lord	20000
Beat Iron Golem in Sen's Fortress	
Golem Helm	5000
Golem Armor	7000
Golem Gauntlet	5000
Golem Leggings	5000
Beat Ornstein Last in Anor Londo	
Ornstein's Helm	7000
Ornstein's Armor	8000

Item	Souls
Ornstein's Gauntlet	6000
Ornstein's Leggings	6000
Beat Smough Last in Anor Londo	
Smough's Helm	6000
Smough's Armor	7000
Smough's Gauntlet	5000
Smough's Leggings	5000
Beat Gwyndolin in Anor Londo	
Crown of the Dark Sun	10000
Moonlight Robe	10000
Moonlight Gloves	10000
Moonlight Waistcloth	10000

Hawk Girl (aka Sparkly)

Area	HP	Drop Items	Condition To Appear
Undead Asylum	Invincible	–	None.

Event Items	Condition To Receive
None	–

In the Undead Asylum, as you are leaving the area and heading towards the big bird nest at the point of the cliff ahead, look to your right and you'll see another nest at the edge of the cliff. Walk over to that nest, and an invisible NPC known as Hawk Girl (aka Sparkly for those of you that played the first game, Demon's Souls) will speak to you. This NPC offers a unique service in that she will convert one item to another.

Once you leave the Undead Asylum, you'll have to get back in order to work with Hawk Girl. To get back to the Undead Asylum, start in Firelink Shrine. At the start of a new game you must first go to the Undead Parish and then activate the elevators in the church that travel to and from Firelink Shrine. When you have the elevators running, ride one of them and watch the wall on the Firelink Side of the area as the elevator rises or lowers.

You'll soon come to a large hole and you'll see a small broken ledge before you. Jump off the elevator onto the ledge. After you are on the ledge, stay to the right and make your way over to the small cliff area to the right. When you are on the cliff area, you'll need to do a running jump to land on the column that is attached to the tower ahead. Land on that column, and then walk up it to the ledge above. You'll have to do a roll or two to get over some humps as you move up. [→□ 03]



04


03

Rules of Item Conversion
Only certain items will be converted. If you drop an item that is not accepted and leave, that item will be discarded and lost.
Only one acceptable item at a time. If you drop a quantity of more than one item, only one will be converted, and the excess will be discarded and lost.
Only one type of acceptable item at a time. If you drop two different acceptable items, only the first item dropped will be converted, and the second item will be discarded and lost.
Only one conversion per item. Once an item has been converted, more of the same item will not be accepted. If you leave an unaccepted previously converted item, it will be discarded and lost.

Once you are on the ledge above, follow the stairs up to the next ledge and then around to the large bird nest there. Step into the bird nest and then press the Action button to curl up into a ball. After you are curled up into a ball, wait for 30 seconds, and then the giant crow will pick you up and take you back to the Undead Asylum.

To get the conversion to work, stand in the Hawk Girl's nest and then use your Inventory Menus to Drop the item. Please note that you can not drop items that are equipped to your Use menu option. So if you mean to drop an item, you must un-equip it first if it has been equipped.

By choosing drop from the menus, the item will fall at your feet and will land in the nest. If the item is acceptable, then Hawk Girl will say nothing. If the item is not acceptable, then Hawk Girl will complain. If that happens, pick up the item and try again with a different item. [→□ 04]



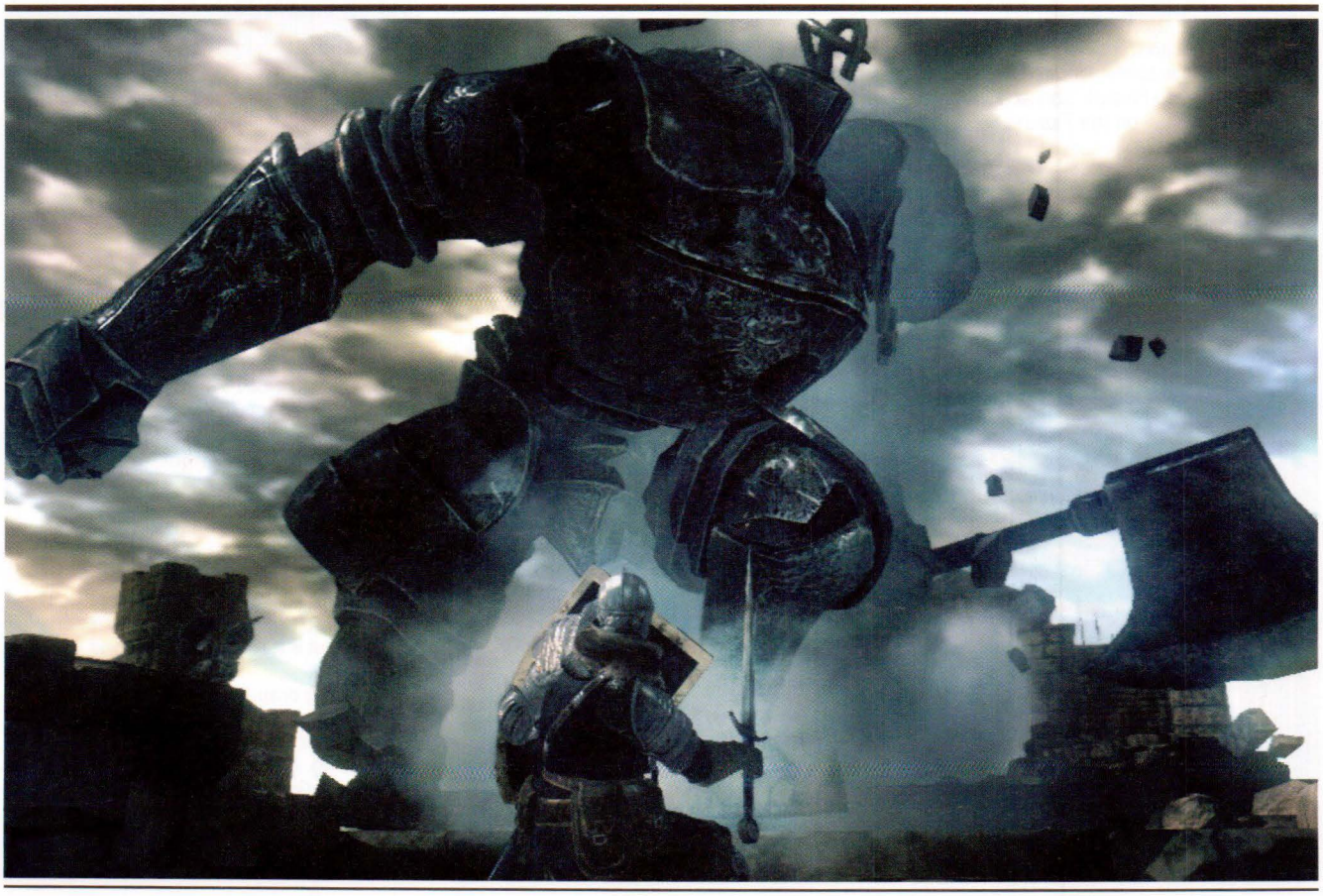
Once you have dropped an acceptable item, you need to leave the area or die and reload. If you chose to leave, it will require a bit of work. You'll first have to go back to Firelink Shrine. Then you'll have to either progress further to another area like the Undead Burg so that the new area loads, or you'll need to defeat one of the enemies in the area leading to the Undead Burg. Defeating an enemy in combat in Firelink Shrine, or going to another area past Firelink Shrine will trigger the conversion. Now you have to make your way back to the Undead Asylum.

Since it takes a bit of work to reach the nest in Firelink Shrine, an easier alternative is to stay in the Undead Asylum and simply die and reload. To do so, first rest at the first Bonfire in the building. Now, exit the building and kill the Undead for some easy souls. After you kill them, go drop an acceptable item. With that done, simply step off the cliff there and die. You will then reload at the Bonfire in the building. Now all you need do is kill the Undead again, then go back to the nest to reclaim your Souls and Humanity as well as your newly converted item.

Acceptable Items for Conversion

Item	Conversion
Cracked Red Eye Orb	Purging Stone (x2)
Bloodred Moss Clump	Twinkling Titanite
Purple Moss Clump	Twinkling Titanite
Blooming Purple Moss Clump	Twinkling Titanite (x2)
Egg Vermifuge	Dragon Scale
Dung Pie	Demon Titanite
Humanity	Ring of Sacrifice
Prism Stone	Demon Titanite
Sunlight Medal	White Titanite Chunk
Pendant	Souvenir of Reprisal
Rubbish	Titanite Chunk
Dried Finger	Blue Titanite Chunk
Twin Humanities	Rare Ring of Sacrifice
Pyromancy Flame	Red Titanite Chunk
Pyromancy Flame	Red Titanite Slab
Skull Lantern	Ring of Fog
Sunlight Maggot	Old Witch's Ring
Xanthous Crown	Ring of Favor and Protection
Sack	Demon's Great Hammer
Ring of the Sun Princess	Divine Blessing (x2)

Alternatively, there is an even easier way to convert your items. Simply drop an acceptable item into the nest. Then quit your game via the menus. The game will save upon quitting, then you simply reload the game, and your item will have been converted and is ready for pickup. [→□ 01]



Battle Comrades

Throughout the game you'll find glowing glyph-like symbols on the ground known as Summon Signs. These signs allow you to Summon a friendly NPC to aid you in combat in an upcoming Boss fight. When you see one of these signs, you'll know a Boss fight is just around the corner, so prepare yourself, and then summon your ally so that you can both march headlong into battle. When aided by an NPC, friendly fire is turned off, meaning you can't hit them with your attacks, and they can't hit you - so cut lose with everything you have and annihilate those Bosses!

Black Iron Tarkus

Souls
None

Area	Boss Fight	Condition
Sen's Fortress	Iron Golem	None.

Just before the Iron Golem fight at the end of Sen's Fortress, face the white light that leads to the Boss fight. Now turn to your right and then go right and out the door and across the bridge to the tower ahead. Enter the small room, and look to your left to see the Summon Sign on the floor in plain view. [→☐ 02]



02

Witch Beatrice

Souls
None

Area	Boss Fight	Condition
Darkroot Garden	Moonlight Butterfly	None.
The Abyss	Four Kings	Summon her for the Moonlight Butterfly Boss fight.

For the Moonlight Butterfly fight, enter the small building that leads up to the fight area. In the very first room, straight ahead from the door, you'll see some bushes. Destroy the bushes to reveal the Summon Sign. [→☐ 03]



03

For the fight in The Abyss, you must first have Summoned her for the Moonlight Butterfly fight in Darkroot Garden. If you have done so, you'll find her Summon Sign just before the narrow bridge that leads to the tower that drops you down into The Abyss. Specifically, her sign is behind the large column to the right of the bridge.

09_054

Maneater Mildred

Souls
–

Area	Boss Fight	Condition
Quelaag's Domain	Chaos Witch Quelaag	Defeat her as an invader in Blighttown.

In Blighttown, just as you are about to enter Quelaag's Domain, Maneater Mildred will invade. Defeat her, and her Summon Sign will appear right outside the door just before the white light that leads to the Boss fight with Quelaag. [→☐ 04]



04

Solaire of Astora

Souls
–

Area	Boss Fight	Condition
Undead Parish	Bell Gargoyles	None.
The Depths	Gaping Dragon	None.
Anor Londo	Dragon Slayer Ornstein & Executioner Smough	None.
Demon Ruins	Centipede Demon	Speak with him at the Sunlight Altar.
Kiln of the First Flame	Gwyn, Lord of Cinder	Save him in Lost Izalith.



01

In the Undead Parish, you'll find his Summon Sign right outside the door with the white light that leads to the Bell Gargoyle fight. In the Depths, you'll find his Summon Sign near the second flight of stairs that leads down to the door and white light of the Gaping Dragon fight. In Anor Londo, his Summon Sign is located in the large room prior to the Boss fight. Specifically, it is at the top of the stairs on the right side of the room, just below where the Archer Knight is positioned. [→☐ 01]

In Demon Ruins, you must have completed event #3 for Solaire, and then you'll find his Summon Sign outside the door and the white light that leads to the Centipede Boss fight. It is located on the left side of the path near the tree roots found just before the door. Please refer to Solaire's entry found earlier in this chapter for more information.

In Kiln of the First Flame, you must have successfully completed Solaire's entire path through the game. If you have done so, then his Summon Sign will be on your left just as you reach the final spiral staircase that leads to the final Boss fight. Please refer to Solaire's entry found earlier in this chapter for more information.

Paladin Leeroy

Area	Boss Fight	Condition
Catacombs	Pinwheel	None.

Leeroy's Summon Sign is located on the second highest raised area on your right as you approach the doorway and white light that leads to the Pinwheel fight. The only way to reach it, is to fall down onto that ledge from the ledge above one level up in the Catacombs. You'll need high HP or the Sorcery: Fall Control to do this safely. [→☐ 02]



02



09_055

Knight Lautrec of Carim

Souls
–

Area	Boss Fight	Condition
Undead Parish	Bell Gargoyle	Free him from his cell. Go back to Firelink Shrine and talk to him.
The Depths	Gaping Dragon	Free him from his cell. Go back to Firelink Shrine and talk to him.

In the Undead Parish, just before the Boss Fight with the Bell Gargoyles, you can find a hidden cell where Knight Lautrec of Carim is locked up. To find it, make your way upstairs where the Channeler is located, then take the stairs on the right up to a breakable wall. Break through that wall and then use the stairs in the next room to reach the cell. You will need either the Master Key (default item for Thieves, or a Character Creation Gift Item) or the Mystery Key found in the Undead Burg to open his cell and free him.

Once he is free, make your way back to Firelink Shrine and talk to him. He will reward you with a Sunlight Medal, and then he will be available as a Summons for two Boss fights. You must talk to him, or his Summon Sign will not appear. When you are ready, return to Undead Parish and make your way to the Bell Gargoyles. Just before reaching the white light that covers the door to their area, you will find two ladders. Take the first ladder up and then stop. Now turn from the ladder 180 degrees and look behind you. Across the gap is a small ledge, and Lautrec's Summon Sign is over there on the floor. Use the ledge on the right side of the room to reach it. [→☐ 03]

In The Depths, make your way down to the Gaping Dragon fight, at the last set of stairs you will find a Summon Sign for Solaire. It is in front of a large column. Go around that column and look behind it to find Lautrec's Summon Sign. And again, you must have spoken with him in Firelink Shrine to get this sign to appear [→☐ 04]. A big plus to being able to summon Lautrec is that you can also Summon Solaire as usual. This means you will have two Summoned NPCs to help you in these Boss fights.



03



04

09_056

The Invaders

In a few places in the game, you will be invaded by hostile NPCs that are looking for a fight. These invasions simulate in offline play what a real invasion in MP play is like. Think of these invasions as tutorials of a sort for what you'll face when you go online with your gameplay. When an invasion occurs, a message will appear onscreen announcing the name of the NPC that is invading. Once they arrive, they will shine brightly with a red glow, and they will attack you mercilessly.

When facing an Invader, it's best to try and isolate them from other surrounding enemies so that you can concentrate fully on the invader. Emerge successfully from the encounter, and you'll claim possible Item Drops and some Humanity for your troubles.

Maneater Mildred

Souls
–

Area	HP	Drop Items
Blighttown, In the swamps below, just outside Quelaag's Domain	742	Butcher Knife, Humanity

In Blighttown, just as you are about to enter Quelaag's Domain, Maneater Mildred will invade. As an Invader, Mildred can't enter Quelaag's Domain, so lure her to the entrance and then stay inside the tunnel where she can't reach you. You can then attack her relatively safely with long range attacks like Magic, Bows, thrusting weapons, etc. [→☐ 05]



05

Paladin Leeroy

Souls
–

Area	HP	Drop Items
Tomb of the Giants, Near area that was previously sealed by the golden light	719	Grant, Sanctus, Humanity

Event Items	Condition To Receive
Paladin's Helm , Paladin's Armor, Paladin's Gauntlets, Paladin's Leggings	After defeating Leeroy, return to Gravelord Nito's chamber to find this armor set on a corpse.

After you have placed the Lordvessel, the golden seal in the Tomb of the Giants will open. Just as you go through that opening, Leeroy will invade and attack you. [→☐ 06]



06



01



02

Knight of Thorns, Kirk

Area	HP	Drop Items
The Depths, Bottom of the sewers	682	Barbed Straight Sword
Demon Ruins, After defeating the Boss Ceaseless Discharge	719	Spiked Shield
Lost Izalith, Outside the doorway of the Boss Bed of Chaos	719	Humanity

Event Items	Condition To Receive
Helm of Thorns, Armor of Thorns, Gauntlets of Thorns, Leggings of Thorns	Defeat Kirk in all three possible locations he can appear, and then go to the chamber of the Daughter of Chaos to find this armor on a corpse.



Souls
Variable

In the Depths, once you fall down the water slide to the lowest levels, push forward to fight some rat enemies, and Kirk will show up in that area. In Demon Ruins, defeat Ceaseless Discharge, and then make your way down to the cooled lava, and push forward to the next area. As you are walking down the stairs on the side of the cliff, Kirk will invade. It should be noted that Kirk will not appear here until after you have placed the Lordvessel.

In Lost Izalith, just outside the doorway and the white light that leads to the Boss fight with Bed of Chaos, you'll be invaded by Kirk [→☐ 01]. Once you have beaten Kirk all three times, go to the chamber of the Daughter of Chaos in Quelaag's Domain, and you'll find his corpse at the back of the chamber. Pillage his corpse to get his thorn armor. [→☐ 02]

Xanthous King, Jeremiah

Area	HP	Drop Items
Painted World of Ariamis, In the snow field just beyond the central plaza.	719	Notched Whip, Humanity

Event Items	Condition To Receive
Yellow Crown, Yellow Overcoat, Yellow Gloves, Yellow Waistcloth	First you have to defeat both Jeremiah, and Priscilla the Halfbreed, and if you then return to the room where you fought Priscilla, you will find this Armor on a corpse.



03



Souls
Variable

In the Painted World, make your way forward to the central plaza where the rotating statue is located. From that plaza, enter the unlevel snowfield area where you'll find several empty containment cells. Walk toward the back of that area, and King Jeremiah will invade and attack you. [→☐ 03]

The Blacksmiths

There are four Blacksmiths to be found in the game. Each offers some of the same basic services, and each also specializes in equipment modifications. You'll want to visit Blacksmiths to repair your armor and weapons as well as to reinforce and modify them.

Each Blacksmith can develop new abilities if you supply them with special embers that you'll find scattered throughout the game word. With the right embers, starting weapon, and reinforcement material, these Blacksmiths can create special and powerful weapons that can't be obtained anywhere else. For more details on weapons and modifications, please refer to the Weapons & Equipment Chapter of this guide.



Andre of Astora

Area	HP	Drop Items
Undead Parish	1065	Crest of Artorias*, Blacksmith Hammer

*Andre sells this item for 20000 souls.

You'll find Andre in the Undead Parish. Specifically, he's in the building across from the church. That is the building that also houses the entrance to Sen's Fortress and Darkroot Garden. He's located on the bottom floor below the Bonfire. Andre has a shop that he'll sell items from, as well as his regular blacksmithing duties. By giving Andre certain Embers, you can increase his abilities of reinforcement. [→☐ 04]

Required Embers	Reinforcement Path
Default	Raw
Large Ember	Normal +10
Very Large Ember	Normal +15
Divine Ember	Divine
Large Divine Ember	
Dark Ember	Occult

Andre's Shop

Item	Souls
Titanite Shard	800
Crest of Artorias	20000
Weapon Smithbox	2000
Armor Smithbox	2000
Repairbox	2000
Longsword	1000
Broadsword	1000
Bastard Sword	3000

Item	Souls
Battle Axe	1000
Warpick	800
Caestus	200
Pike	2000
Large Leather Shield	800
Tower Kite Shield	1000
Caduceus Kite Shield	1000
Gesture: Hurrah!	Free

Souls
1000


04

Vamos

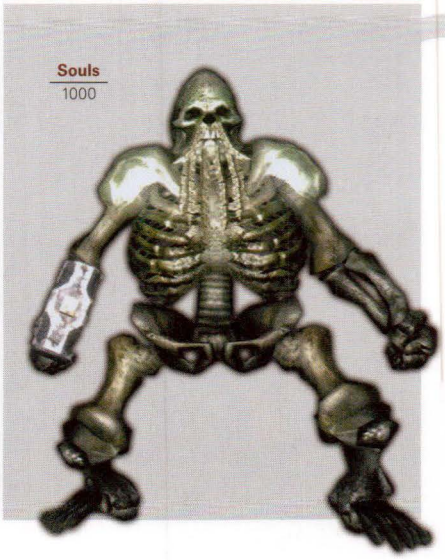
Area	HP	Drop Items
Catacombs	943	Hammer of Vamos, Royal Helm

Vamos is a large skeleton Blacksmith that can be found at the very bottom of the spiral staircase drop in the Catacombs. It's a bit tricky jumping from ledge to ledge to make it down that shaft, so you may want to get the Sorcery: Fall Control from Griggs in Firelink Shrine before you try it. Vamos is a no-nonsense kind of Blacksmith and only concentrates on his work, so he doesn't have a shop to sell items. [→☐ 05]

Required Embers	Reinforcement Path
Large Flame Ember	Fire
Chaos Flame Ember	Chaos


05

Souls
1000



Rickert of Vinheim

Area	HP	Drop Items
New Londo Ruins	659	–



01

Rickert's Shop

Item	Souls
Heavy Soul Arrow	4000
Soul Arrow	2000
Sorcerer's Catalyst	500

Required Embers	Reinforcement Path
Large Magic Ember	Magic
Enchanted Ember	Enchanted



You can find Rickert at the start of New Londo Ruins. To get there, go down the path in Firelink Shrine that is just past Anastacia the Fire Keeper's cave. Follow the stairs down to an elevator and then use it to reach New Londo. Get off the elevator and exit the building. When you are out of the building, go to your right to find a narrow path of stairs leading down alongside the cliff face. Be careful as the path ends abruptly at the end and you could fall off the path to your doom. Once you reach the bottom of the path, look left and through the iron bars into the cell and you'll see Rickert. Talk to him to get the ball rolling. Besides smithing, Rickert also has a small shop from which he'll sell you Sorcery items. [→☐ 01]

Giant Blacksmith

Area	HP	Drop Items
New Londo Ruins	659	Blacksmith Giant Hammer

Required Embers	Reinforcement Path
Default Ability	Lighting
Crystal Ember	Crystal

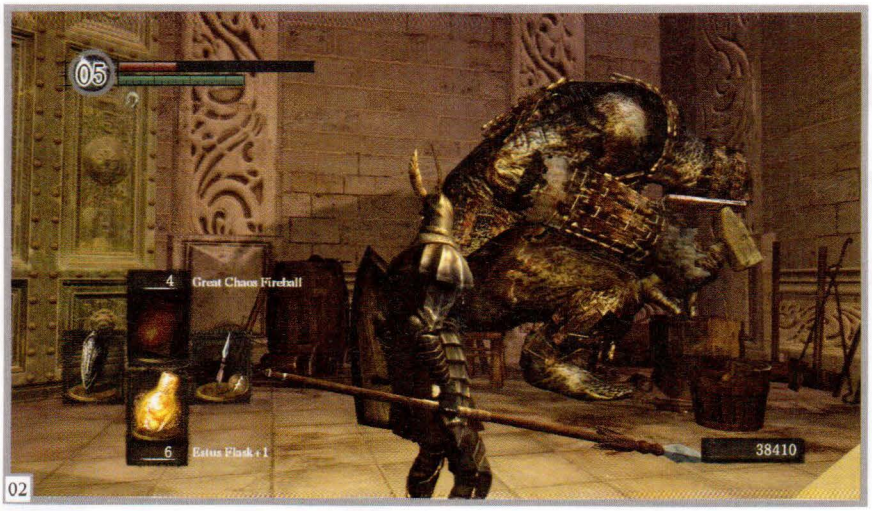
This Blacksmith is a giant, literally. He can be found in Anor Londo in the main building where Princess Gwynevere is located. To get to him, make your way to the room just before the Boss fight with Ornstein and Smough. Now use the stairs on the right where the archer is to find a doorway way that leads to a set of stairs. Follow those stairs down to the area below to reach this Blacksmith. Like Andre of Astora, this Blacksmith also has a shop from which he'll sell you items.

You'll notice there is a chest in the corner on the other side of the Blacksmith here. You can kill the Blacksmith to open the chest, but it's better to sneak around behind him and open it without disturbing him. This will ensure that you can continue to make use of his services later on. Inside that chest is a Hawk Ring which extends the range of your bow. [→☐ 02]



The Giant's Shop

Item	Souls
Giant's Halberd	5000
Giant Shield	10000
Moonlight Arrow	500
Dragonslayer Arrow	500
Lightning Bolt	700
Giant Helm	6000
Giant Armor	8000
Giant Gauntlets	6000
Giant Leggings	6000



02

NPC Reference Data

As with the enemies, there is so much data to digest that we've complied at all in one place here for easy reference. You can find all NPCs in alphabetical order on these pages with their basic stats, item drops, defense values and equipment listed in detail.

					Physical Defense				Magic Defense			Resistances		
	NPC	Location (appearance)	HP	Souls										
A	**Alvina of the Darkroot Wood**	Darkroot Garden	–	1000	203	203	203	203	172	122	153	C	C	C
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													
	Anastacia of Astora	Firelink Shrine	–	–	–	–	–	–	–	–	–	–	–	–
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													
	Andre of Astora	Undead Parish	1065	1000	110	83	110	110	83	77	83	D	D	D
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													
	NPC	Location (appearance)	HP	Souls										
B	**Bandit (Forest Protectors)**	Darkroot Garden	908	1000	272	272	286	257	237	210	227	B	B	B
	Right Weapon: Battle Axe +13 **Left Weapon:** Spider Shield +13 **Armor:** Brigand Hood +10, Brigand Armor +10, Brigand Gauntlets +10, Brigand Trousers +10 **Ring:** – **Magic:** – **Drop Item:** nothing													
	Big Hat Logan	Sen's Fortress (1st)	719	1000	239	246	250	237	275	191	229	B	B	B
	Right Weapon: Logan's Catalyst, Scimitar +10 **Left Weapon:** Small Leather Shield +10 **Armor:** Big Hat +5, Sage Robe +5, Traveling Gloves +8, Traveling Boots +8 **Ring:** – **Magic:** Great Soul Arrow, Great Heavy Soul Arrow, Homing Soulmass, Soul Spear **Drop Item:** none													
	Big Hat Logan	The Dukes Archives (2nd & 3rd)	719	1000	268	275	280	266	307	218	255	B	B	B
	Right Weapon: Logan's Catalyst, Scimitar +14 **Left Weapon:** Small Leather Shield +14 **Armor:** Big Hat +5, Sage Robe +5, Traveling Gloves +10, Traveling Boots +10 **Ring:** – **Magic:** Great Soul Arrow, Great Heavy Soul Arrow, Homing Crystal Soulmass, Crystal Soul Spear **Drop Item:** Big Hat/Tin Crystallization Ctlyst./White Dragon Breath													
	Big Hat Logan (Hollow)	The Duke's Archives (4th)	719	1000	146	148	148	144	186	134	152	D	D	D
	Right Weapon: Tin Crystallization Ctlyst., Scimitar +14 **Left Weapon:** Small Leather Shield +14 **Armor:** Big Hat +5 **Ring:** – **Magic:** Great Soul Arrow, Great Heavy Soul Arrow, Homing Crystal Soulmass, Crystal Soul Spear, White Dragon Breath **Drop Item:** Big Hat/Tin Crystallization Ctlyst./White Dragon Breath													
	NPC	Location (appearance)	HP	Souls										
C	**Cleric (Forest Protectors)**	Darkroot Garden	767	2000	220	220	238	220	238	182	204	C	C	C
	Right Weapon: Mace +12, Canvas Talisman **Left Weapon:** East-West Shield +12 **Armor:** Holy Robe +10, Traveling Gloves +10, Holy Trousers +10 **Ring:** – **Magic:** Soothing Sunlight **Drop Item:** nothing													
	Crestfallen Merchant	Sen's Fortress	878	1000	334	366	321	334	208	226	177	C	C	B
	Right Weapon: Greatsword +10 **Left Weapon:** Tower Shield +10 **Armor:** Steel Helm +8, Steel Armor +8, Steel Gauntlets +8, Steel Leggings +8 **Ring:** Havel's Ring **Magic:** – **Drop Item:** none													
	Crestfallen Warrior	Firelink Shrine	793	1000	227	250	227	224	170	193	141	C	C	B
	Right Weapon: Longsword +10 **Left Weapon:** Heater Shield +10 **Armor:** Chain Armor +8, Leather Gauntlets +8, Chain Leggings +8 **Ring:** – **Magic:** – **Drop Item:** none													
	NPC	Location (appearance)	HP	Souls										
D	**Darkstalker Kaathe**	The Abyss	24464	–	364	364	364	364	273	255	273	S	S	S
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													
	Daughter of Chaos	Quelaag's Domain	270	5000	139	139	139	139	103	277	110	S	S	C
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** Fire Keeper Soul													
	Domnhall of Zena	The Depths	767	1000	199	212	194	199	164	174	157	C	C	C
	Right Weapon: Crystal Straight Sword, Crystal Greatsword **Left Weapon:** Crystal Shield +5 **Armor:** Helm of the Wise, Armor of the Glorious, Gauntlets of the Vanquisher, Boots of the Explorer **Ring:** – **Magic:** – **Drop Item:** none													
	Dusk of Oolacille	Darkroot Basin (at the lake)	276	1000	89	89	89	89	101	49	116	D	D	C
	Right Weapon: – **Left Weapon:** – **Armor:** Crown of Dusk, Antiquated Dress, Antiquated Gloves, Antiquated Skirt **Ring:** Dusk Crown Ring **Magic:** – **Drop Item:** none													
	NPC	Location (appearance)	HP	Souls										
E	**Eingyi**	Quelaag's Domain	277	0	150	112	150	150	112	150	112	C	C	C
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													
	NPC	Location (appearance)	HP	Souls										
G	**Giant Blacksmith**	Anor Lond	1812	3000	210	210	210	210	130	117	158	D	D	D
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													
	Griggs of Vinheim	Undead Burg (1st)	659	1000	136	140	137	136	180	164	162	B	B	B
	Right Weapon: Sorcerer's Catalyst, Mail Breaker +6 **Left Weapon:** Small Leather Shield +6 **Armor:** Black Sorcerer Hat +4, Black Sorcerer Cloak +4, Black Sorcerer Gauntlets +4, Black Sorcerer Boots +4 **Ring:** – **Magic:** Soul Arrow, Heavy Soul Arrow **Drop Item:** Hush/Slumbering Dragoncrest Ring/Humanity													
	Griggs of Vinheim (Hollow)	Sen's Fortress (3rd)	659	1000	178	184	182	178	242	217	215	B	B	B
	Right Weapon: Sorcerer's Catalyst, Mail Breaker +10 **Left Weapon:** Small Leather Shield +10 **Armor:** Black Sorcerer Hat +8, Black Sorcerer Cloak +8, Black Sorcerer Gauntlets +8, Black Sorcerer Boots +8 **Ring:** Slumbering Dragoncrest Ring **Magic:** Soul Arrow, Heavy Soul Arrow **Drop Item:** Hush/Slumbering Dragoncrest Ring/Humanity													
	Gwynevere	Anor Londo	2	0	135	135	135	135	101	96	101	S	S	S
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													

					Physical Defense				Magic Defense			Resistances		
	NPC	Location (appearance)	HP	Souls										
H	**Havel The Rock**	Darkroot Basin (tower to Undead Burg)	1034	3000	371	406	335	371	284	297	257	C	C	A
	Right Weapon: Dragon Tooth +5 **Left Weapon:** Havel's Greatshield +5 **Armor:** Havel's Helm, Havel's Armor, Havel's Gauntlets, Havel's Leggings **Ring:** Havel's Ring **Magic:** – **Drop Item:** Havel's Ring													
	NPC	**Location (appearance)**	**HP**	**Souls**										
I	**Ingward**	Firelink Shrine (2nd)	682	1000	199	199	210	199	193	153	170	C	C	C
	Right Weapon: Tin Banishment Catalyst **Left Weapon:** Ghost Blade +5 **Armor:** Mask of the Sealer +4, Crimson Robe +4, Crimson Gloves +4, Crimson Waistcloth +4 **Ring:** – **Magic:** Heavy Soul Arrow, Great Heavy Soul Arrow, Remedy **Drop Item:** Humanity													
	Ingward	New Londo Ruins (1st)	682	1000	199	199	210	199	193	153	170	C	C	C
	Right Weapon: Tin Banishment Catalyst **Left Weapon:** Ghost Blade +5 **Armor:** Mask of the Sealer +4, Crimson Robe +4, Crimson Gloves +4, Crimson Waistcloth +4 **Ring:** – **Magic:** Heavy Soul Arrow, Great Heavy Soul Arrow, Remedy **Drop Item:** Key to the Seal/Humanity													
	Izalith's Daughter	Lost Izalith	698	5000	242	242	249	242	262	924	224	–	–	B
	Right Weapon: Pyromancy Flame +5 **Left Weapon:** – **Armor:** Gold-Hemmed Black Hood, Gold-Hemmed Black Cloak, Gold-Hemmed Black Gloves, Gold-Hemmed Black Skirt **Ring:** – **Magic:** Great Chaos Fireball, Chaos Storm, Chaos Fire Whip **Drop Item:** Izalith Catalyst													
	NPC	**Location (appearance)**	**HP**	**Souls**										
K	**Kingseeker Frampt**	Firelink Shrine	–	–	–	–	–	–	–	–	–	–	–	–
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													
	Knight (Forest Protectors)	Darkroot Garden	849	3000	328	361	318	324	233	259	192	C	C	B
	Right Weapon: Claymore +12 **Left Weapon:** Knight Shield +12 **Armor:** Knight Helm +10, Knight Armor +10, Knight Gauntlets +10, Knight Leggings +10 **Ring:** Ring of Fog **Magic:** – **Drop Item:** nothing													
	Knight Lautrec of Carim	Firelink Shrine (2nd)	862	1000	256	282	248	256	166	196	155	C	C	C
	Right Weapon: Shotel +6 **Left Weapon:** Shotel +6, Parrying Dagger +6 **Armor:** Helm of Favor +4, Embraced Armor of Favor +4, Gauntlets of Favor +4, Leggings of Favor +4 **Ring:** Ring of Favor and Protection **Magic:** Red Tearstone Ring **Drop Item:** Ring of Favor and Protection/Humanity													
	Knight Lautrec of Carim	Undead Parish (1st)	862	1000	256	282	248	256	166	196	155	C	C	C
	Right Weapon: Shotel +6 **Left Weapon:** Shotel +6, Parrying Dagger +6 **Armor:** Helm of Favor +4, Embraced Armor of Favor +4, Gauntlets of Favor +4, Leggings of Favor +4 **Ring:** Ring of Favor and Protection **Magic:** – **Drop Item:** Ring of Favor and Protection/Humanity													
	Knight Lautrec of Carim	Anor Londo (3rd)	985	0	303	331	294	303	207	236	194	B	B	B
	Right Weapon: Shotel +12 **Left Weapon:** Shotel +12, Parrying Dagger +12 **Armor:** Helm of Favor +5, Embraced Armor of Favor +5, Gauntlets of Favor +5, Leggings of Favor +5 **Ring:** Ring of Favor and Protection **Magic:** – **Drop Item:** Ring of Favor and Protection/Humanity													
	Knight of Astora, Oscar	Undead Asylum	1	100	160	184	155	160	99	104	69	E	E	E
	Right Weapon: Astora's Straight Sword +8 **Left Weapon:** Crest Shield +5 **Armor:** Elite Knight Helm +6, Elite Knight Armor +6, Elite Knight Gauntlets +6, Elite Knight Leggings +6 **Ring:** – **Magic:** – **Drop Item:** Undead Asylum F2 East Key/Estus Flask/Big Pilgrim's Key													
	Knight of Astora, Oscar (Hollow)	Undead Asylum	793	1000	248	272	248	248	186	193	155	C	C	C
	Right Weapon: Astora's Straight Sword +8 **Left Weapon:** Crest Shield +5 **Armor:** Elite Knight Helm +6, Elite Knight Armor +6, Elite Knight Gauntlets +6, Elite Knight Leggings +6 **Ring:** – **Magic:** – **Drop Item:** Crest Shield													
	Knight of Thorns, Kirk	The Depths (1st)	682	0	195	205	189	195	142	161	135	D	D	B
	Right Weapon: Barbed Straight Sword +6 **Left Weapon:** Spiked Shield +6 **Armor:** Helm of Thorns, Armor of Thorns, Gauntlets of Thorns, Leggings of Thorns **Ring:** – **Magic:** – **Drop Item:** Barbed Straight Sword/Spiked Shield													
	Knight of Thorns, Kirk	Demon Ruins (2nd)	719	0	305	321	296	305	231	253	212	C	C	B
	Right Weapon: Barbed Straight Sword +15 **Left Weapon:** Spiked Shield +15 **Armor:** Helm of Thorns +5, Armor of Thorns +5, Gauntlets of Thorns +5, Leggings of Thorns +5 **Ring:** – **Magic:** – **Drop Item:** Barbed Straight Sword/Spiked Shield													
	Knight of Thorns, Kirk	Lost Izalith (3rd)	719	0	305	321	296	305	231	253	212	A	A	B
	Right Weapon: Barbed Straight Sword +15 **Left Weapon:** Spiked Shield +15 **Armor:** Helm of Thorns +5, Armor of Thorns +5, Gauntlets of Thorns +5, Leggings of Thorns +5 **Ring:** – **Magic:** – **Drop Item:** Barbed Straight Sword/Spiked Shield													
	NPC	**Location (appearance)**	**HP**	**Souls**										
L	**Lady of the Darkling**	Anor Londo	719	1000	269	288	263	269	231	215	217	C	C	B
	Right Weapon: Estoc +12 **Left Weapon:** Parrying Dagger +12, Darkmoon Talisman **Armor:** Brass Helm +5, Brass Armor +5, Brass Gauntlets +5, Brass Leggings +5 **Ring:** – **Magic:** Darkmoon Blade **Drop Item:** Fire Keeper Soul													
	Laurentius of the Great Swamp	Firelink Shrine (2nd)	719	1000	195	195	205	195	191	238	175	A	A	B
	Right Weapon: Pyromancy Flame +8, Hand Axe +8 **Left Weapon:** Cracked Round Shield +8 **Armor:** Tattered Cloth Hood +6, Tattered Cloth Robe +6, Tattered Cloth Manchette +6, Heavy Boots +6 **Ring:** – **Magic:** Fireball, Fire Orb, Combustion **Drop Item:** none													
	Laurentius of the Great Swamp	The Depths (1st)	719	1000	175	175	205	175	191	238	175	A	A	B
	Right Weapon: Pyromancy Flame +8, Hand Axe +8 **Left Weapon:** Cracked Round Shield +8 **Armor:** Tattered Cloth Hood +6, Tattered Cloth Robe +6, Tattered Cloth Manchette +6, Heavy Boots +6 **Ring:** – **Magic:** Fireball, Fire Orb, Combustion **Drop Item:** none													
	Laurentius of the Great Swamp (Hollow)	Blighttown (the swamps)	719	1000	189	189	199	189	185	233	168	A	A	B
	Right Weapon: Pyromancy Flame +8, Hand Axe +8 **Left Weapon:** Cracked Round Shield +8 **Armor:** Tattered Cloth Hood +6, Tattered Cloth Robe +6, Tattered Cloth Manchette +6, Heavy Boots +6 **Ring:** – **Magic:** Fireball, Fire Orb, Combustion **Drop Item:** none													
	Lautrec's Comrade, Knight	Anor Londo	821	0	275	275	284	275	213	270	238	B	B	B
	Right Weapon: Pike +12 **Left Weapon:** Wooden Shield +12 **Armor:** Hard Leather Armor +10, Hard Leather Gauntlets +10, Hard Leather Boots +10 **Ring:** – **Magic:** – **Drop Item:** none													
	Lautrec's Comrade, Sorcerer	Anor Londo	719	0	225	225	235	225	224	182	197	C	C	C
	Right Weapon: Tin Banishment Catalyst **Left Weapon:** Leather Shield +12 **Armor:** Crimson Robe +5, Crimson Gloves +5, Crimson Waistcloth +5 **Ring:** – **Magic:** Heavy Soul Arrow, Great Heavy Soul Arrow, Remedy **Drop Item:** Tin Banishment Catalyst													
	NPC	**Location (appearance)**	**HP**	**Souls**										
M	**Maneater Mildred**	Blighttown (the swamps)	742	0	132	132	138	130	102	140	112	–	A	D
	Right Weapon: Butcher Knife +8 **Left Weapon:** Plank Shield +8 **Armor:** Sack +6 **Ring:** Rusted Iron Ring **Magic:** – **Drop Item:** Butcher Knife/Humanity													

	NPC	Location (appearance)	HP	Souls	Physical Defense				Magic Defense			Resistances		
N	**Nico of Thorolund**	Firelink Shrine (1st)	682	1000	311	348	311	311	207	191	153	C	C	C
	Right Weapon: Crescent Axe +14, Thorolund Talisman **Left Weapon:** Caduceus Kite Shield +14 **Armor:** Cleric Helm +10, Cleric Armor +10, Cleric Gauntlets +10, Cleric Leggings +10 **Ring:** – **Magic:** Replenishment **Drop Item:** none													
	Nico of Thorolund (Hollow)	Tomb of the Giants (2nd)	970	1000	378	415	378	378	272	259	220	B	B	B
	Right Weapon: Crescent Axe +14, Thorolund Talisman **Left Weapon:** Caduceus Kite Shield +14 **Armor:** Cleric Helm +10, Cleric Armor +10, Cleric Gauntlets +10, Cleric Leggings +10 **Ring:** – **Magic:** Replenishment **Drop Item:** none													
	Ninja Bodyguard	Darkroot Garden	742	2000	209	209	218	209	153	182	186	A	A	A
	Right Weapon: Uchigatana +12, Pyromancy Flame +12 **Left Weapon:** Target Shield +12 **Armor:** Shadow Mask +5, Shadow Garb +5, Shadow Gauntlets +5, Shadow Leggings +5 **Ring:** Dark Wood Grain Ring, Ring of Fog **Magic:** Fire Surge **Drop Item:** Dark Wood Grain Ring/Humanity													
	NPC	Location (appearance)	HP	Souls										
O	**Oswald of Carim**	Undead Parish	638	2000	141	141	148	141	163	142	126	C	C	C
	Right Weapon: Velka's Rapier +3, Velka's Talisman **Left Weapon:** Parrying Dagger +3 **Armor:** Mask of Velka +2, Black Cleric Robe +2, Black Manchette +2, Black Tights +2 **Ring:** – **Magic:** Great Heal, Karmic Justice, Vow of Silence **Drop Item:** Book of the Guilty/Twin Humanities													
	NPC	Location (appearance)	HP	Souls										
P	**Paladin Leeroy**	Tomb of the Giants, Invader	719	0	360	395	348	360	261	267	205	C	C	B
	Right Weapon: Grant +5, Canvas Talisman **Left Weapon:** Sanctus +14 **Armor:** Paladin Helm +5, Paladin Armor +5, Paladin Gauntlets +5, Paladin Leggings +5 **Ring:** Havel's Ring **Magic:** Great Heal, Wrath of the Gods **Drop Item:** Grant/Sanctus/Humanity													
	Patches	Catacombs	821	2000	273	273	283	273	245	219	226	A	A	B
	Right Weapon: Winged Spear +14 **Left Weapon:** Eagle Shield +14 **Armor:** Black Leather Armor +10, Black Leather Gloves +10, Black Leather Boots +10 **Ring:** – **Magic:** – **Drop Item:** Crescent Axe/Humanity													
	Petrus of Thorolund	Firelink Shrine	594	1000	152	164	152	152	115	111	90	D	D	C
	Right Weapon: Morning Star, Thorolund Talisman **Left Weapon:** Knight Shield **Armor:** Elite Cleric Armor, Elite Cleric Gauntlets, Elite Cleric Leggings **Ring:** – **Magic:** Great Heal Excerpt **Drop Item:** Ivory Talisman/Humanity													
	Pharis	Darkroot Garden	767	5000	281	281	291	281	228	282	253	B	B	B
	Right Weapon: Black Bow of Pharis +12, Falchion +12 **Left Weapon:** Large Leather Shield +12 **Armor:** Pharis's Hat +10, Leather Armor +10, Leather Gloves +10, Leather Boots +10 **Ring:** Ring of Fog **Magic:** – **Drop Item:** Black Bow of Pharis/Pharis's Hat/Twin Humanities													
	NPC	Location (appearance)	HP	Souls										
Q	**Quelana of Izalith**	Blighttown (swamps)	698	1000	240	240	247	240	266	915	224	A	A	B
	Right Weapon: Pyromancy Flame +5 **Left Weapon:** – **Armor:** Gold-Hemmed Black Hood, Gold-Hemmed Black Cloak, Gold-Hemmed Black Gloves, Gold-Hemmed Black Skirt **Ring:** – **Magic:** Great Fireball, Fire Tempest, Great Combustion **Drop Item:** Fire Tempest													
	NPC	Location (appearance)	HP	Souls										
R	**Rhea of Thorolund**	Tomb of the Giants (2nd)	531	1000	97	97	107	97	128	76	97	D	D	C
	Right Weapon: Ivory Talisman **Left Weapon:** – **Armor:** Maiden Hood, Maiden Robe, Maiden Gloves, Maiden Skirt **Ring:** – **Magic:** Great Heal **Drop Item:** Ivory Talisman/Pendant/Humanity													
	Rhea of Thorolund (Hollow)	The Duke's Archives (4th)	531	1000	81	81	91	81	113	61	79	D	D	C
	Right Weapon: Ivory Talisman **Left Weapon:** – **Armor:** Maiden Hood, Maiden Robe, Maiden Gloves, Maiden Skirt **Ring:** – **Magic:** Great Heal **Drop Item:** Ivory Talisman/Pendant/Humanity													
	Rickert of Vinheim	New Londo Ruins	659	1000	80	82	84	80	92	63	68	D	D	D
	Right Weapon: – **Left Weapon:** – **Armor:** Mage Smith Hat, Mage Smith Coat, Mage Smith Gauntlets, Mage Smith Boots **Ring:** – **Magic:** – **Drop Item:** none													
	NPC	Location (appearance)	HP	Souls										
S	**Shaman (Forest Protectors)**	Darkroot Garden	719	2000	227	231	235	227	255	192	209	C	C	C
	Right Weapon: Sorcerer's Catalyst, Shortsword +12 **Left Weapon:** Small Leather Shield +12 **Armor:** Sorcerer Cloak +10, Sorcerer Gauntlets +10, Sorcerer Boots +10 **Ring:** – **Magic:** Soul Arrow, Heavy Soul Arrow **Drop Item:** nothing													
	Shiva of the East	Darkroot Garden	719	3000	249	280	243	245	146	214	171	C	C	B
	Right Weapon: Murakumo +12 **Left Weapon:** Iron Round Shield +12 **Armor:** Eastern Helm +5, Eastern Armor +5, Eastern Gauntlets +5, Eastern Leggings +5 **Ring:** – **Magic:** – **Drop Item:** Murakumo/Iron Round Shield/Humanity													
	Sieglinde of Catarina	The Duke's Archives	938	1000	372	407	370	372	257	288	220	B	B	A
	Right Weapon: Bastard Sword +15 **Left Weapon:** Pierce Shield +15 **Armor:** Catarina Helm +5, Catarina Armor +5, Catarina Gauntlets +5, Catarina Leggings +5 **Ring:** Blue Tearstone Ring **Magic:** – **Drop Item:** none													
	Siegmeyer of Catarina	Sen's Fortress	1034	1000	364	399	362	364	247	280	211	B	B	A
	Right Weapon: Zweihander +15 **Left Weapon:** Pierce Shield +15 **Armor:** Catarina Helm +5, Catarina Armor +5, Catarina Gauntlets +5, Catarina Leggings +5 **Ring:** Blue Tearstone Ring **Magic:** – **Drop Item:** Speckled Stoneplate Ring/Humanity													
	Solaire of Astora	Undead Burg (1st)	698	1000	181	181	181	179	139	141	133	C	C	C
	Right Weapon: Sunlight Straight Sword +3, Sunlight Talisman **Left Weapon:** Sunlight Shield +3 **Armor:** Iron Helm +2, Armor of the Sun +2, Iron Bracelet +2, Iron Leggings +2 **Ring:** Orange Charred Ring **Magic:** Lightning Spear, Great Heal **Drop Item:** Iron Helm/Armor of the Sun/Iron Bracelet/Iron Leggings, Sunlight Straight Sword/Sunlight Shield/Sunlight Talisman, White Sign Soapstone/Humanity													
	Solaire of Astora	Anor Londo (2nd)	908	1000	335	335	335	331	247	254	239	C	C	B
	Right Weapon: Sunlight Straight Sword +12, Sunlight Talisman **Left Weapon:** Sunlight Shield +12 **Armor:** Iron Helm +10, Armor of the Sun +10, Iron Bracelet +10, Iron Leggings +10 **Ring:** Orange Charred Ring **Magic:** Lightning Spear, Great Heal **Drop Item:** Iron Helm/Armor of the Sun/Iron Bracelet/Iron Leggings, Sunlight Straight Sword/Sunlight Shield/Sunlight Talisman, White Sign Soapstone/Humanity													
	Solaire of Astora	Lost Izalith (5th)	938	1000	294	308	291	292	260	250	240	B	B	A
	Right Weapon: Sunlight Straight Sword +15, Sunlight Talisman **Left Weapon:** Sunlight Shield +15 **Armor:** Sunlight Maggot, Armor of the Sun +10, Iron Bracelet +10, Iron Leggings +10 **Ring:** Orange Charred Ring **Magic:** Lightning Spear, Great Heal **Drop Item:** Iron Helm/Armor of the Sun/Iron Bracelet/Iron Leggings, Sunlight Straight Sword/Sunlight Shield/Sunlight Talisman, White Sign Soapstone/Humanity													
	Stone Dragon	Ash Lake	–	0	300	300	300	300	240	210	150	S	S	S
	Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –													

	NPC	Location (appearance)	HP	Souls	Physical Defense				Magic Defense			Resistances		
T	**Thief (Forest Protectors)**	Darkroot Garden	767	2000	221	221	230	225	202	185	204	B	B	B

Right Weapon: Bandit's Knife +12 **Left Weapon:** Target Shield +12 **Armor:** Hollow Thief's Hood +10, Hollow Thief's Leather Armor +10, Hollow Thief's Tights +10 **Ring:** Ring of Fog **Magic:** – **Drop Item:** nothing

	NPC	Location (appearance)	HP	Souls	Physical Defense				Magic Defense			Resistances		
U	**Undead Merchant (female)**	Undead Burg (Lower Section, sewers)	420	50	77	77	77	77	58	46	58	E	E	E

Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –

	Undead Merchant (male)	Undead Burg (Main Section)	360	50	77	77	77	77	58	46	58	E	E	E

Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –

	Undead Prince Ricard	Sen's Fortress	719	4000	285	314	280	285	202	218	179	C	C	B

Right Weapon: Ricard's Rapier +10, Longbow +10 **Left Weapon:** Buckler +10 **Armor:** Elite Knight Helm +8, Elite Knight Armor +8, Elite Knight Gauntlets +8, Elite Knight Leggings +8 **Ring:** – **Magic:** – **Drop Item:** Ricard's Rapier

	NPC	Location (appearance)	HP	Souls	Physical Defense				Magic Defense			Resistances		
V	**Vamos**	Catacombs	943	1000	268	268	201	335	206	181	288	S	S	S

Right Weapon: – **Left Weapon:** – **Armor:** – **Ring:** – **Magic:** – **Drop Item:** –

	Vince of Thorolund	Firelink Shrine (1st)	638	1000	280	312	280	280	184	180	141	C	C	C

Right Weapon: Mace +14, Thorolund Talisman **Left Weapon:** Caduceus Kite Shield +14 **Armor:** Cleric Armor +10, Cleric Gauntlets +10, Cleric Leggings +10 **Ring:** – **Magic:** Force **Drop Item:** none

	Vince of Thorolund (Hollow)	Tomb of the Giants (2nd)	821	1000	340	372	340	340	253	237	205	C	C	B

Right Weapon: Mace +14, Thorolund Talisman **Left Weapon:** Caduceus Kite Shield +14 **Armor:** Cleric Armor +10, Cleric Gauntlets +10, Cleric Leggings +10 **Ring:** – **Magic:** Force **Drop Item:** none

	NPC	Location (appearance)	HP	Souls	Physical Defense				Magic Defense			Resistances		
X	**Xanthous King, Jeremiah**	Painted World of Ariamis (Invader)	719	0	287	287	317	271	750	407	240	B	B	B

Right Weapon: Notched Whip +15 **Left Weapon:** Pyromancy Flame +5 **Armor:** Xanthous Crown +5, Xanthous Overcoat +5, Xanthous Gloves +5, Xanthous Waistcloth +5 **Ring:** – **Magic:** Great Chaos Fireball, Chaos Storm, Chaos Fire Whip **Drop Item:** Notched Whip

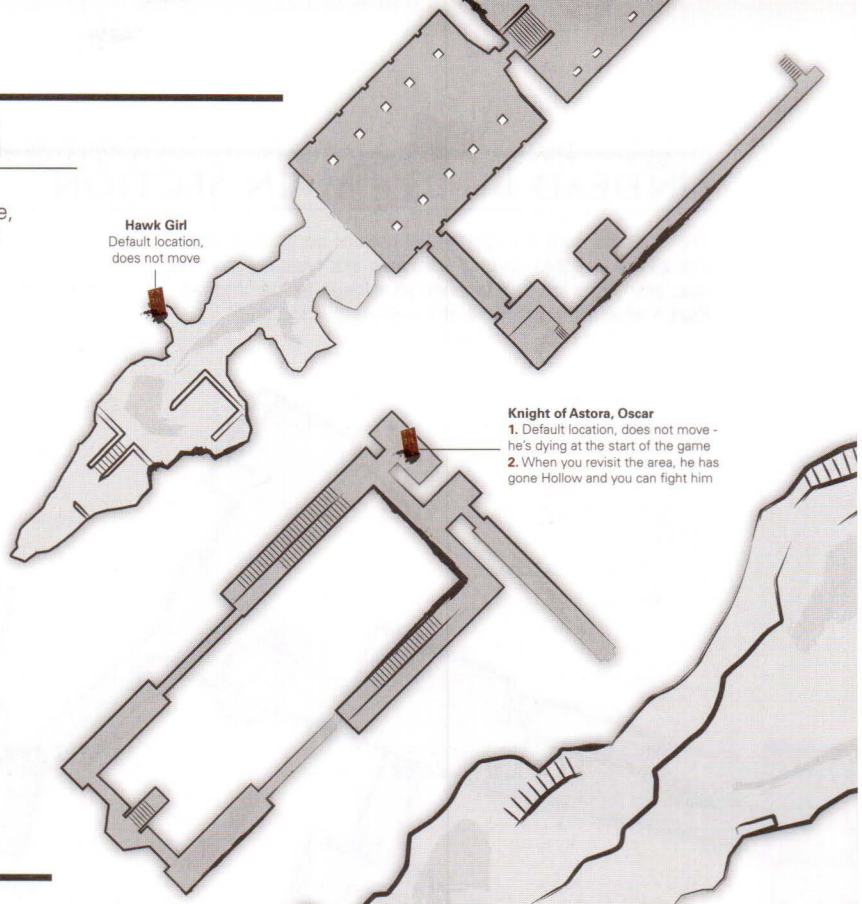


NPC Reference Maps

This section presents the locations of all NPCs in the game. These, aling with their conditions for appearing, are shown on maps that make them easy to find and keep track of as they move through the game's progression.

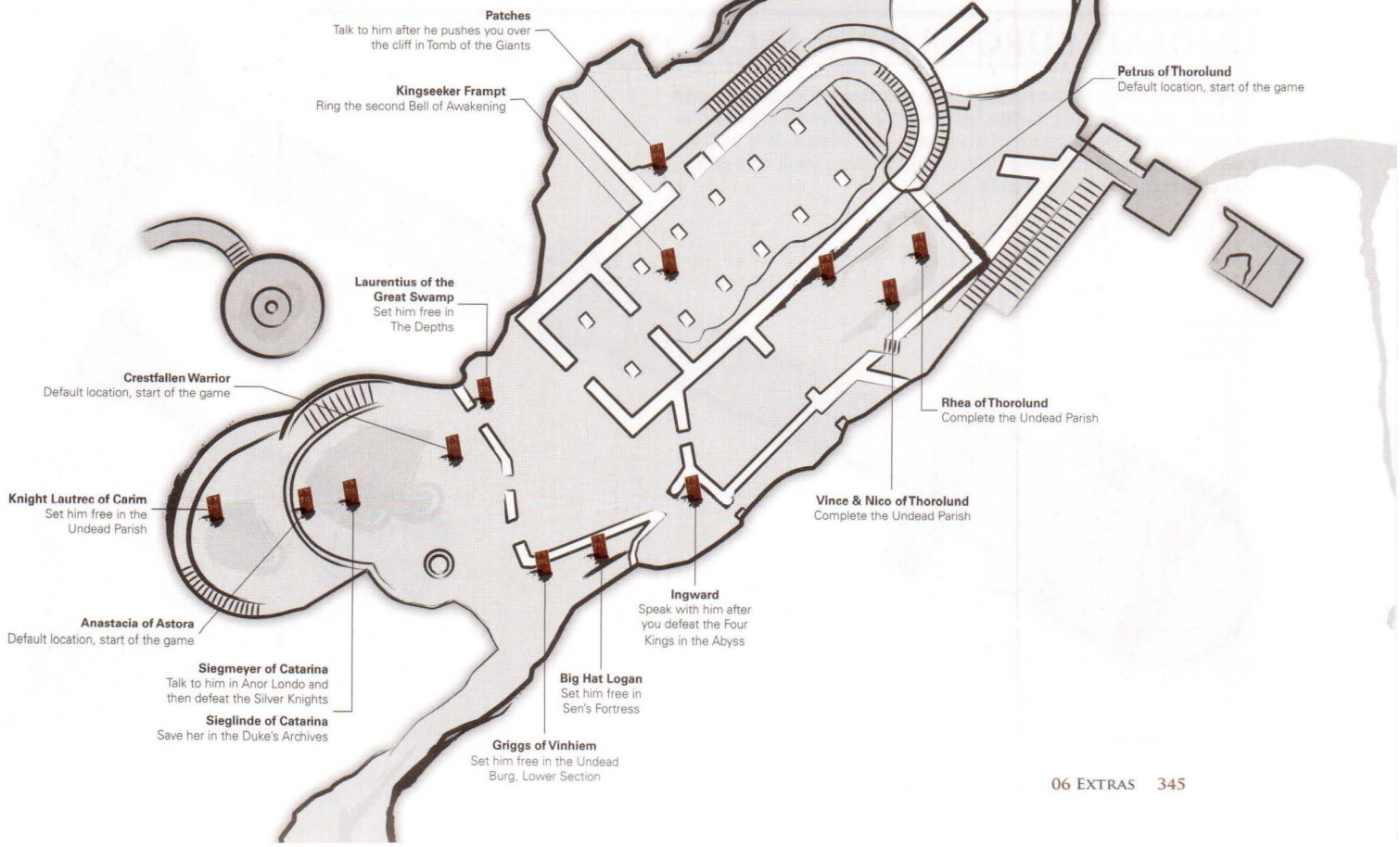
Undead Asylum

You start the game in this area. It's something of a tutorial area, but can be revisited later. When you come back, you'll see that the area has changed a bit as there are more and stronger enemies to contend with, as well as a new Boss Fight to be tackled.



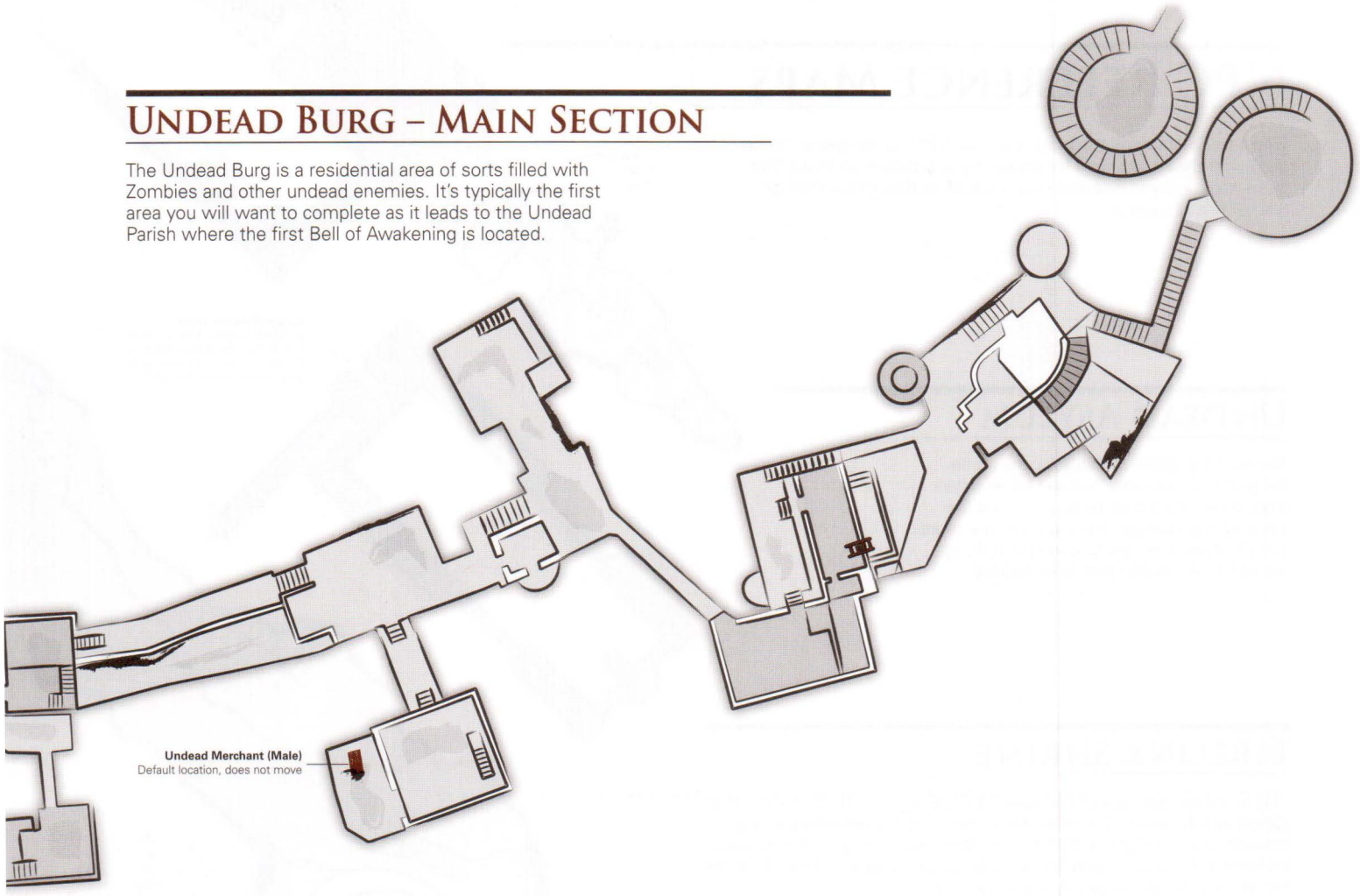
Firelink Shrine

This is the central area of the game, and serves as a HUB of sorts that allows you access to the other areas. NPC activity will increase and develop as you progress through the game depending on the choices and interactions you make. Up to 15 NPCs can appear in Firelink Shrine, but at the start of the game, you'll only find 3.



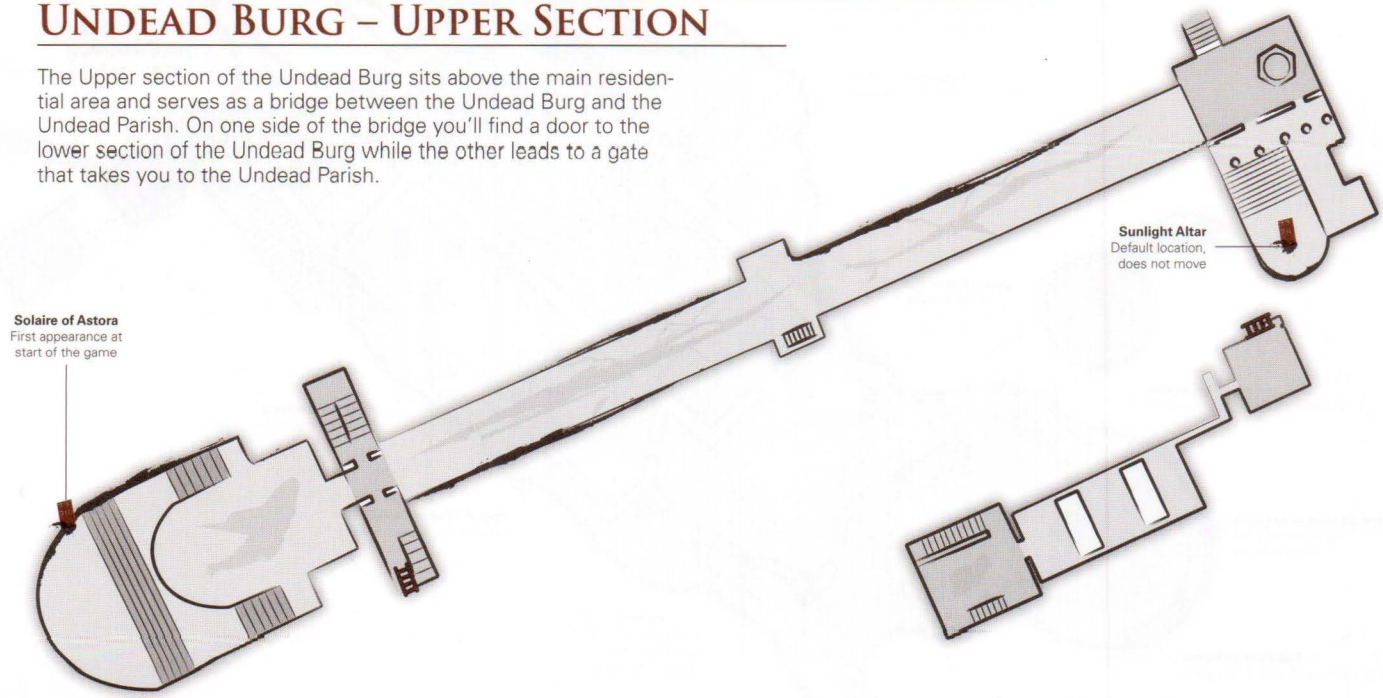
Undead Burg – Main Section

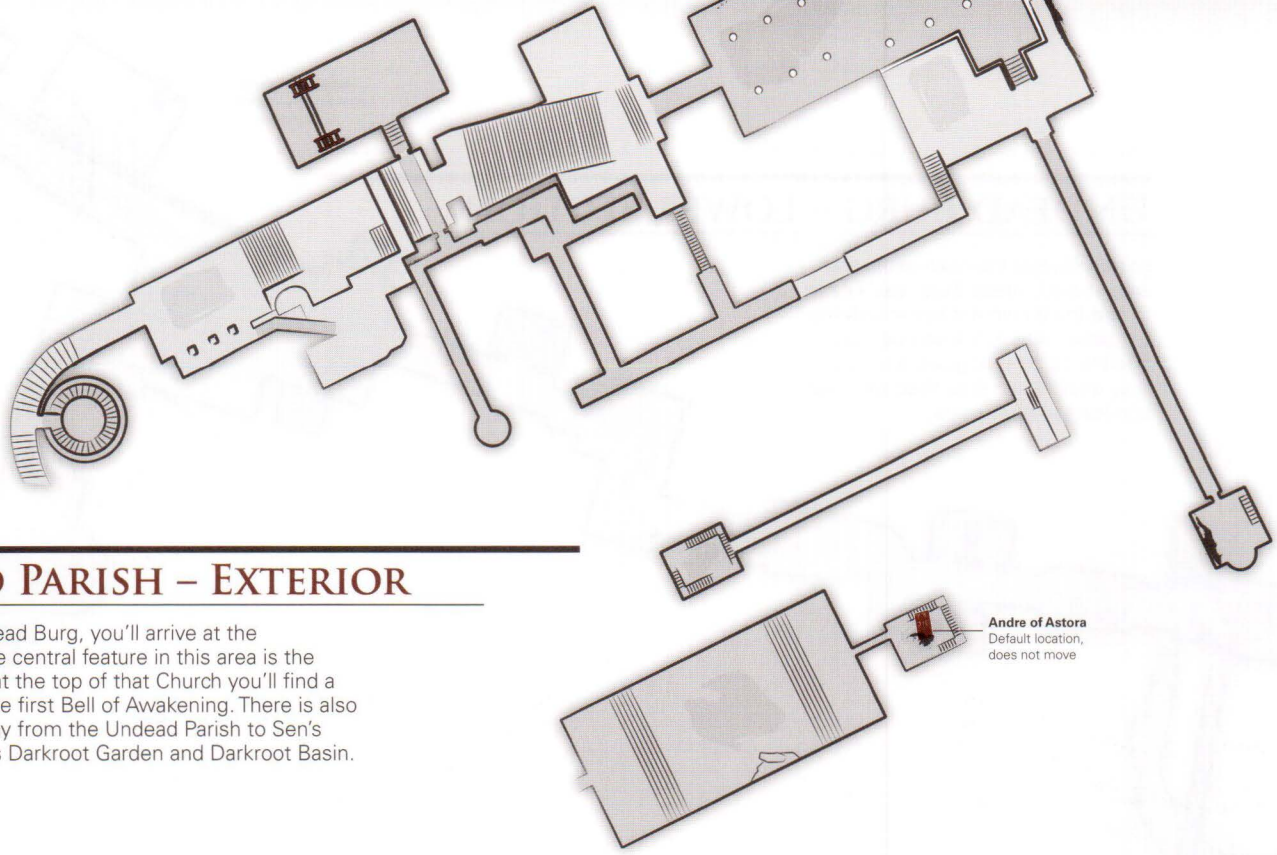
The Undead Burg is a residential area of sorts filled with Zombies and other undead enemies. It's typically the first area you will want to complete as it leads to the Undead Parish where the first Bell of Awakening is located.



Undead Burg – Upper Section

The Upper section of the Undead Burg sits above the main residential area and serves as a bridge between the Undead Burg and the Undead Parish. On one side of the bridge you'll find a door to the lower section of the Undead Burg while the other leads to a gate that takes you to the Undead Parish.



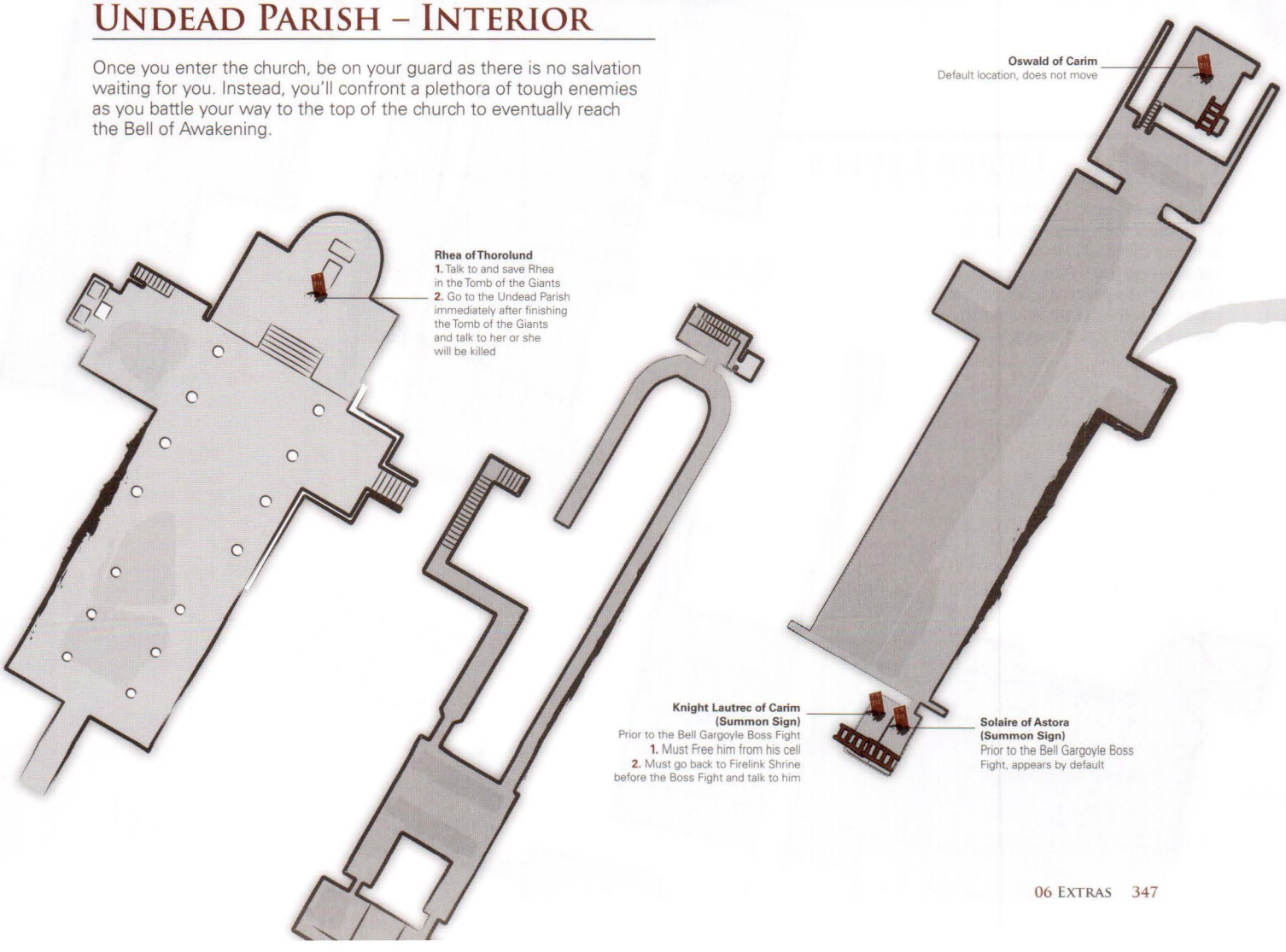


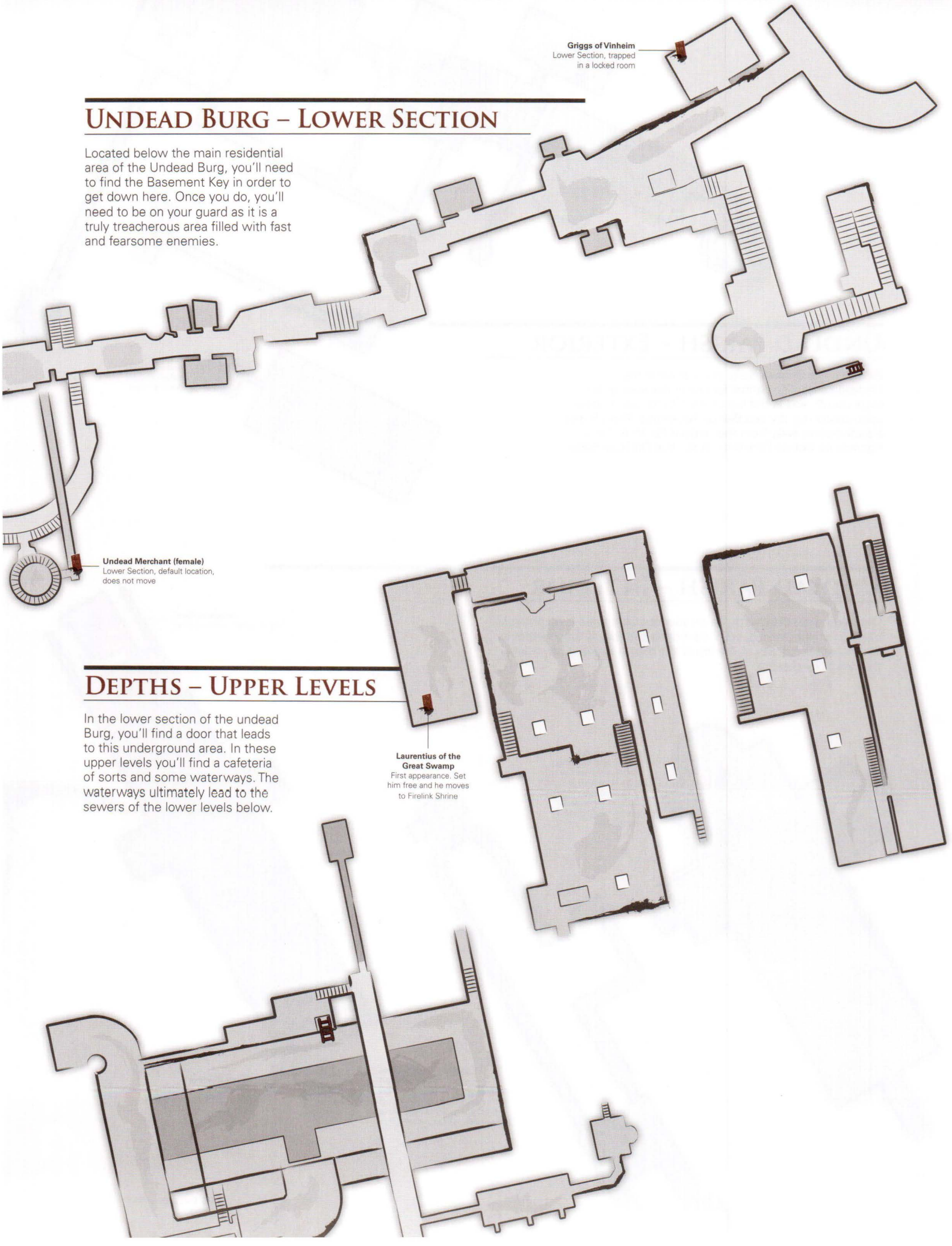
Undead Parish – Exterior

Just past the Undead Burg, you'll arrive at the Undead Parish. The central feature in this area is the large church, and at the top of that Church you'll find a spire containing the first Bell of Awakening. There is also a path leading away from the Undead Parish to Sen's Fortress as well as Darkroot Garden and Darkroot Basin.

Undead Parish – Interior

Once you enter the church, be on your guard as there is no salvation waiting for you. Instead, you'll confront a plethora of tough enemies as you battle your way to the top of the church to eventually reach the Bell of Awakening.





Undead Burg – Lower Section

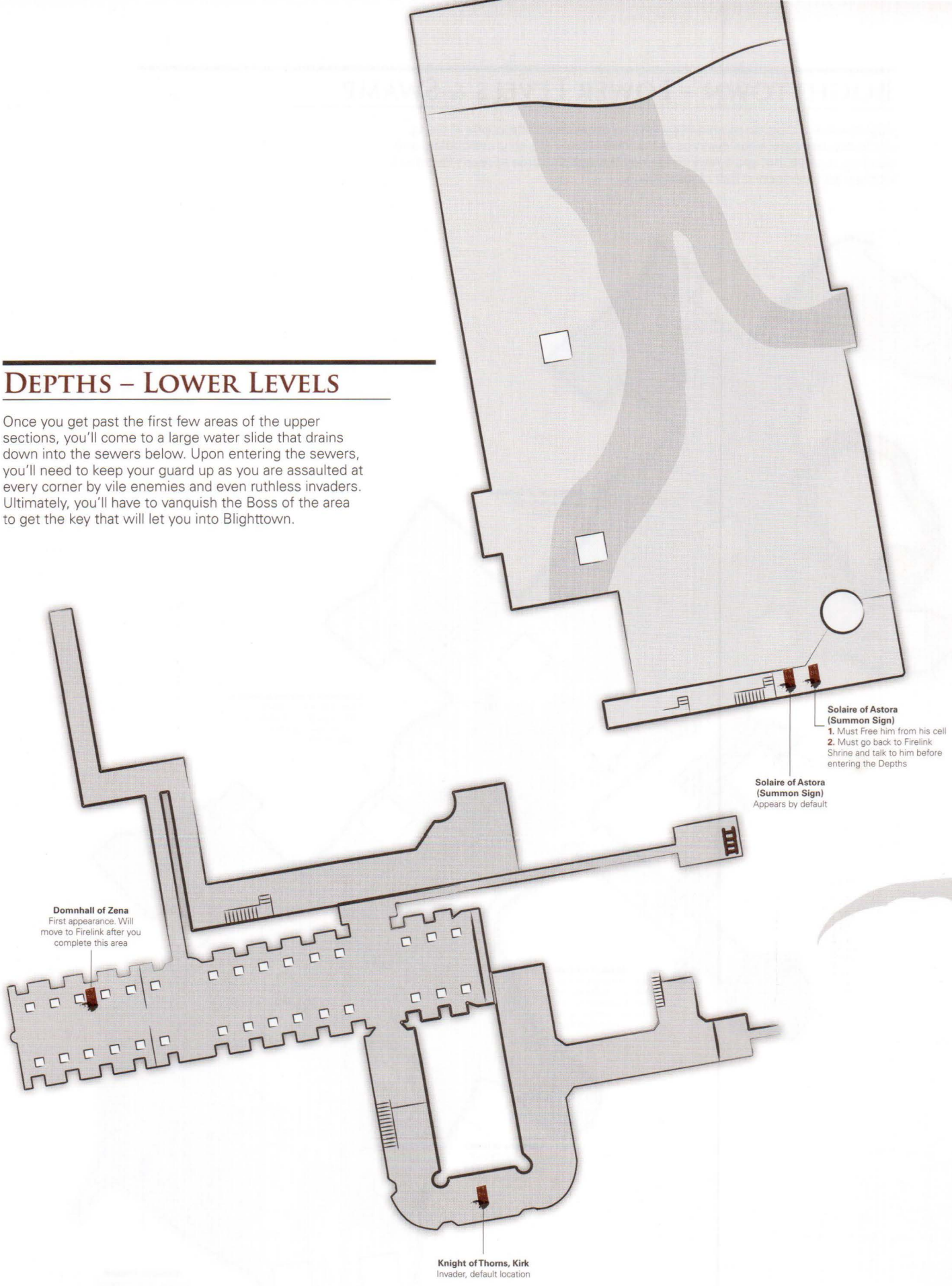
Located below the main residential area of the Undead Burg, you'll need to find the Basement Key in order to get down here. Once you do, you'll need to be on your guard as it is a truly treacherous area filled with fast and fearsome enemies.

Depths – Upper Levels

In the lower section of the undead Burg, you'll find a door that leads to this underground area. In these upper levels you'll find a cafeteria of sorts and some waterways. The waterways ultimately lead to the sewers of the lower levels below.

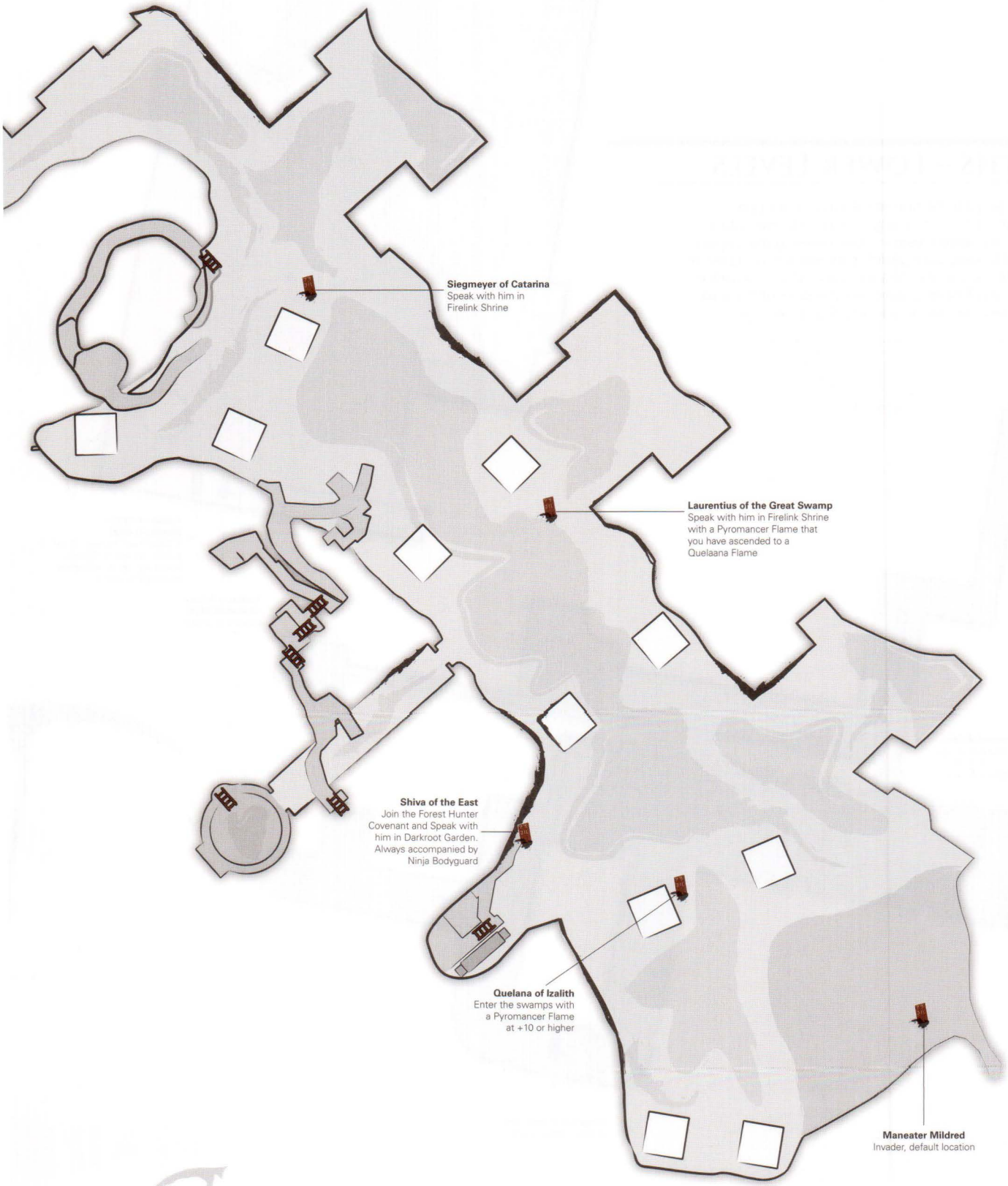
Depths – Lower Levels

Once you get past the first few areas of the upper sections, you'll come to a large water slide that drains down into the sewers below. Upon entering the sewers, you'll need to keep your guard up as you are assaulted at every corner by vile enemies and even ruthless invaders. Ultimately, you'll have to vanquish the Boss of the area to get the key that will let you into Blighttown.



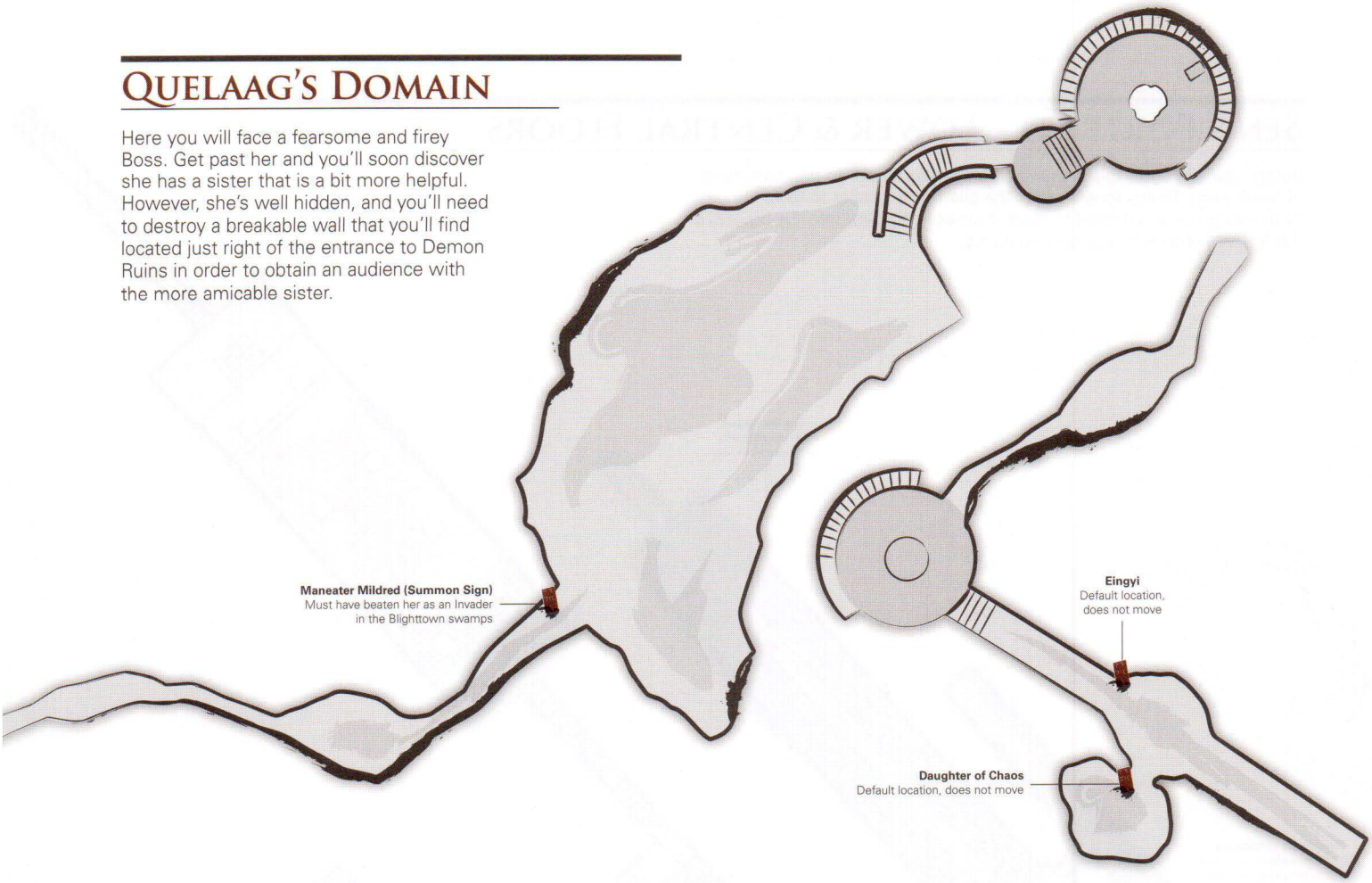
Blighttown – Lower Levels & Swamp

Blighttown is a dilapidated area filled with ramshackle constructions in the upper levels, and poisonous swamps in the lower levels. It's an unwelcoming and dangerous place, but you'll have to journey through this area to reach Quelaag's Domain and the second Bell of Awakening.



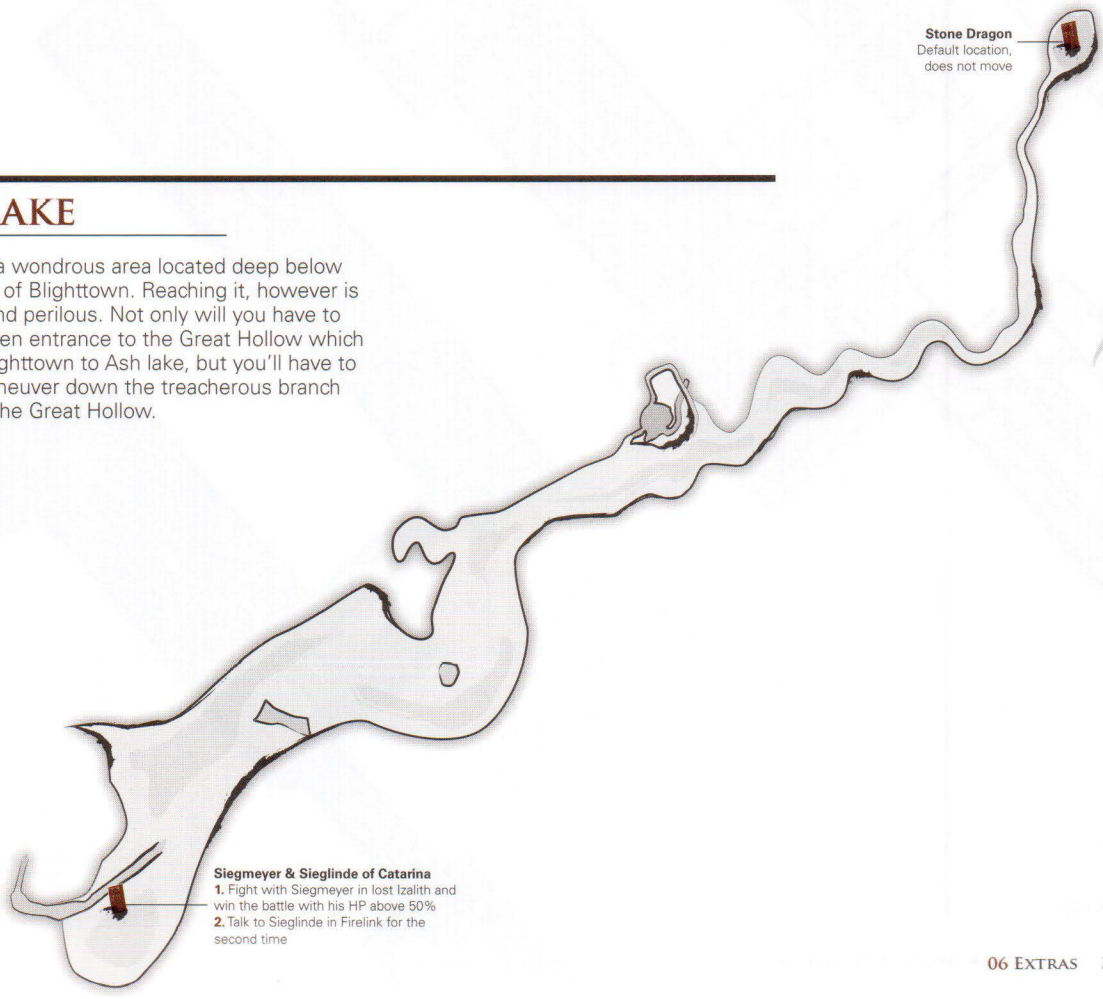
Quelaag's Domain

Here you will face a fearsome and firey Boss. Get past her and you'll soon discover she has a sister that is a bit more helpful. However, she's well hidden, and you'll need to destroy a breakable wall that you'll find located just right of the entrance to Demon Ruins in order to obtain an audience with the more amicable sister.



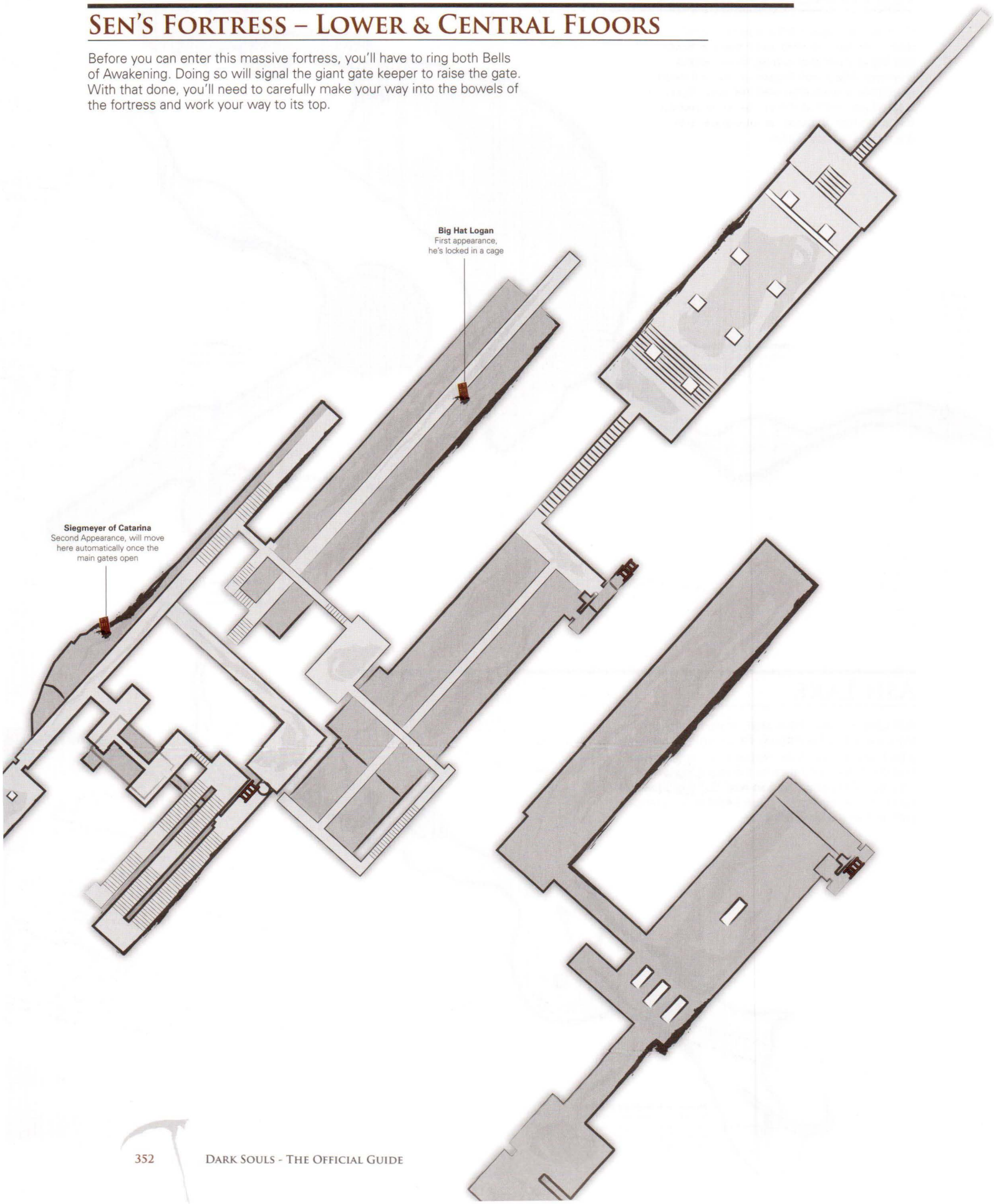
Ash Lake

Ash Lake is a wondrous area located deep below the swamps of Blighttown. Reaching it, however is a bit tricky and perilous. Not only will you have to find the hidden entrance to the Great Hollow which connects Blighttown to Ash lake, but you'll have to carefully maneuver down the treacherous branch path within the Great Hollow.



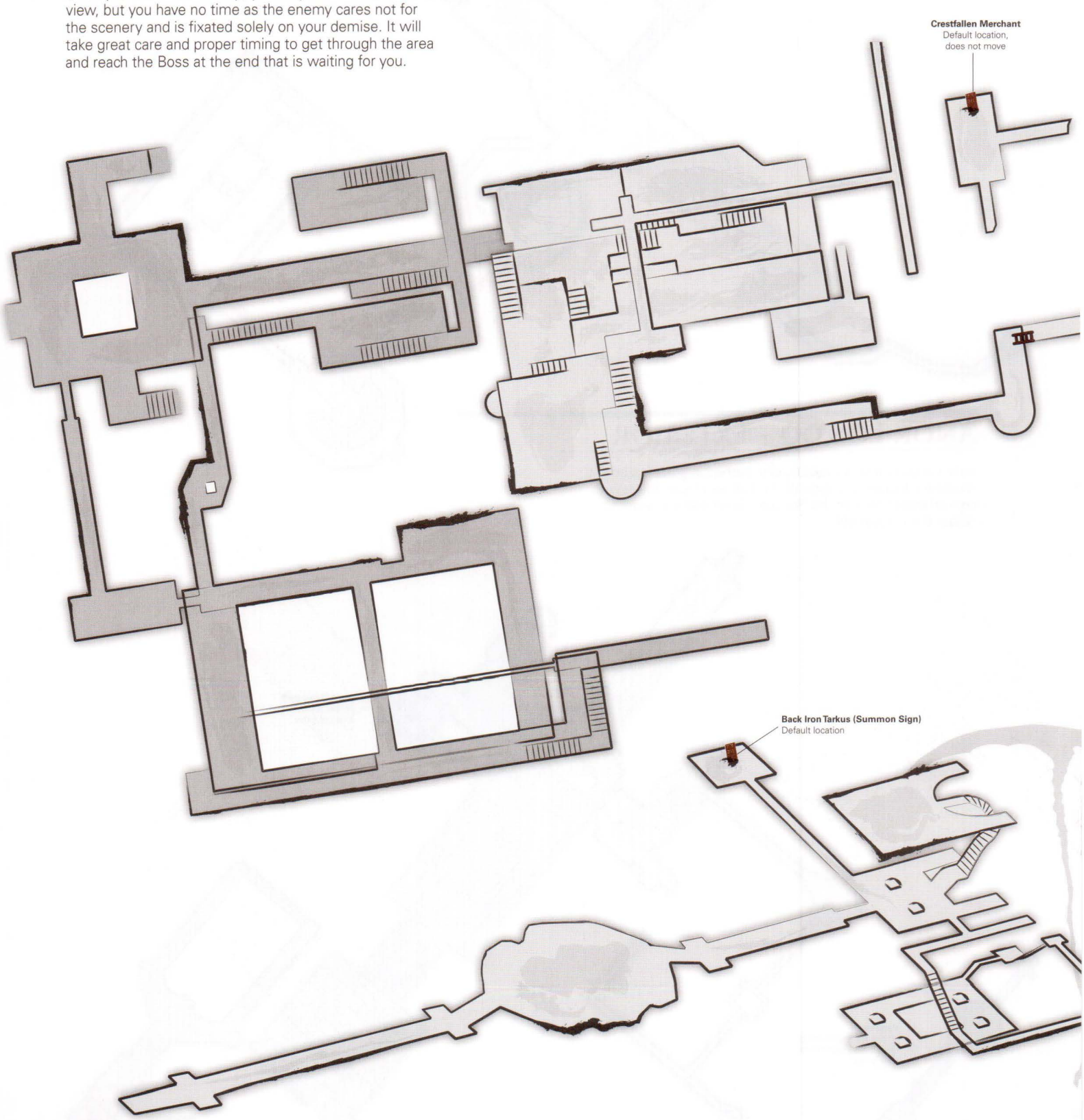
Sen's Fortress – Lower & Central Floors

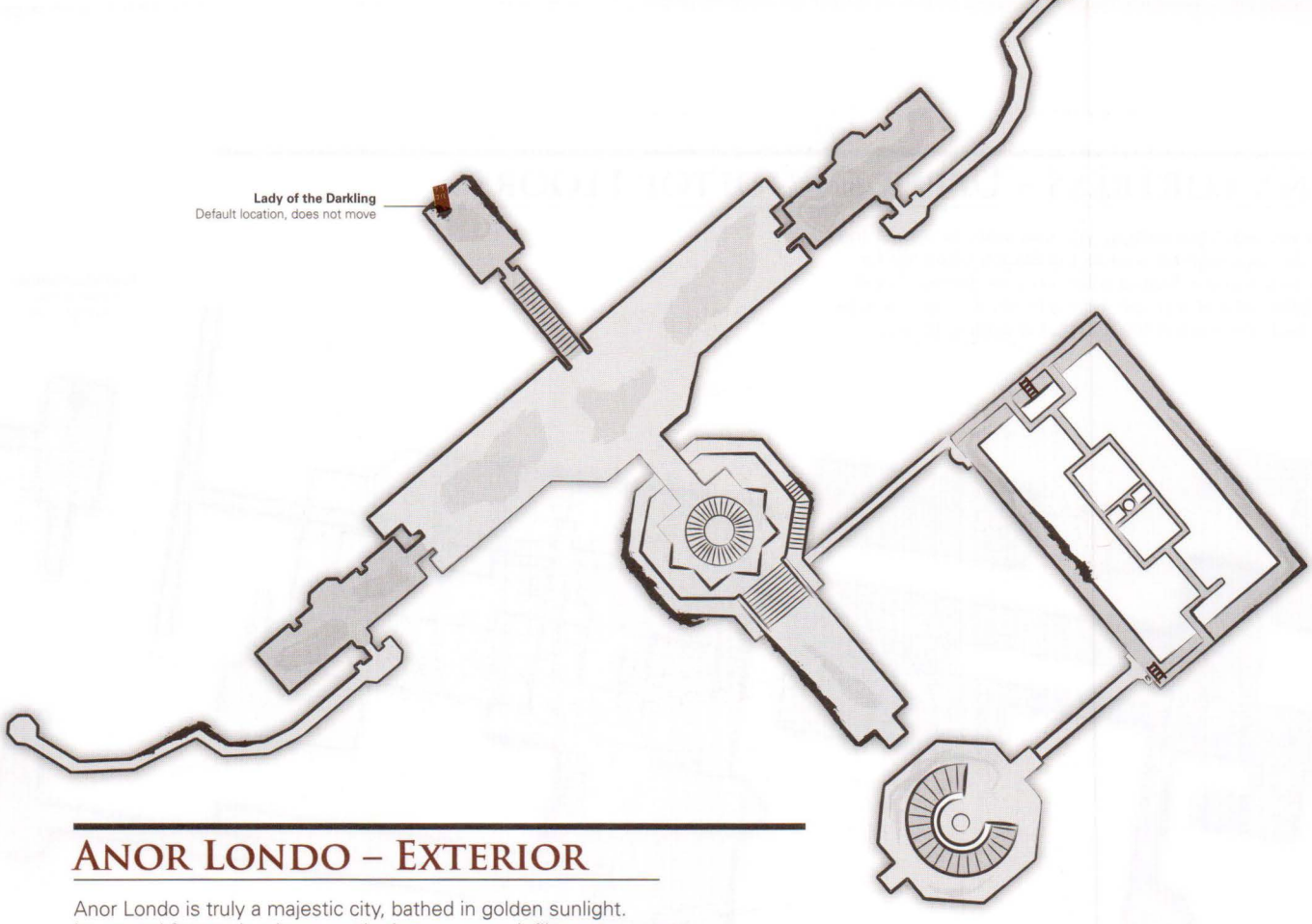
Before you can enter this massive fortress, you'll have to ring both Bells of Awakening. Doing so will signal the giant gate keeper to raise the gate. With that done, you'll need to carefully make your way into the bowels of the fortress and work your way to its top.



Sen's Fortress – Upper & Rooftop Floors

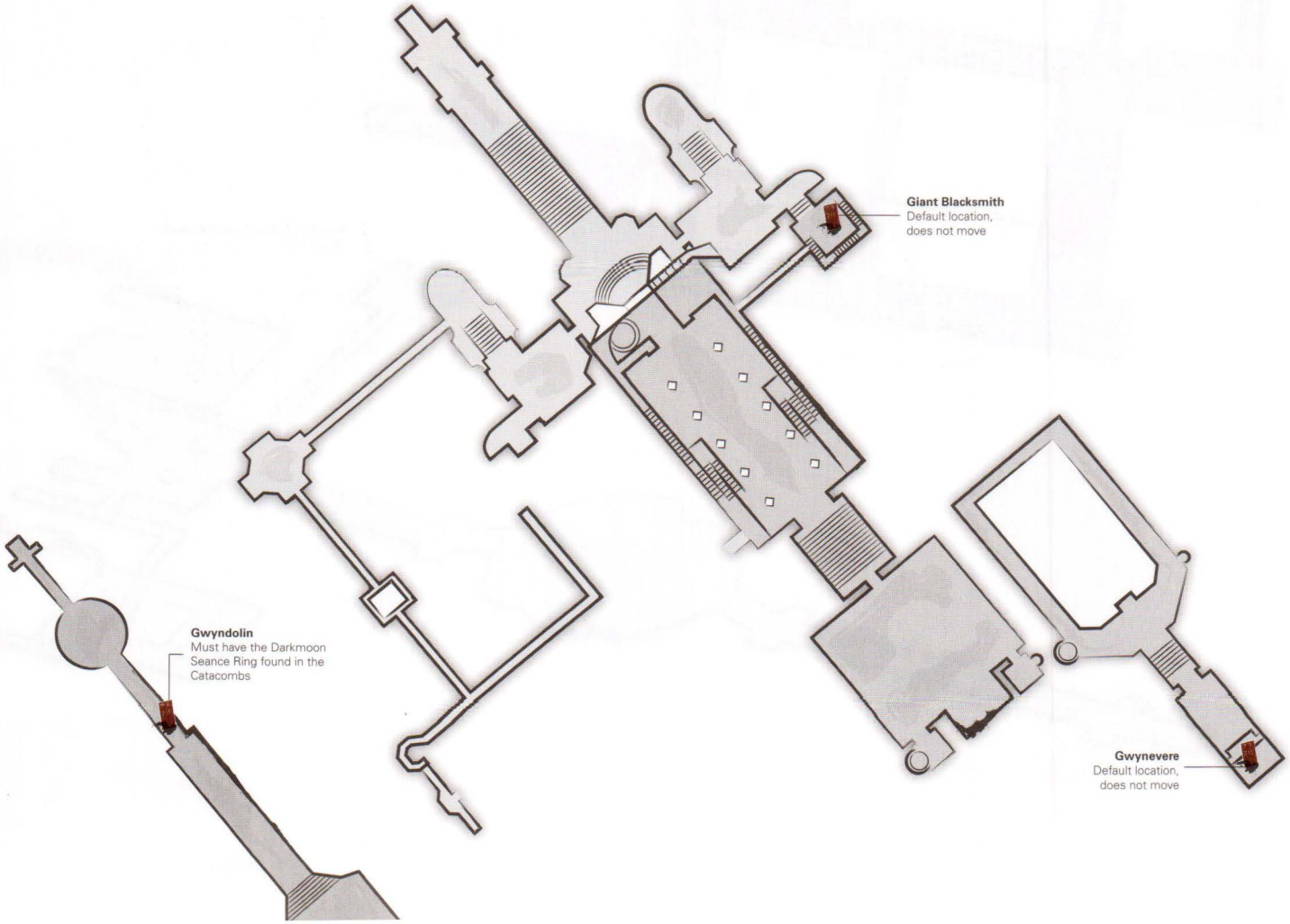
Once you reach the rooftop, you may want to admire the view, but you have no time as the enemy cares not for the scenery and is fixated solely on your demise. It will take great care and proper timing to get through the area and reach the Boss at the end that is waiting for you.





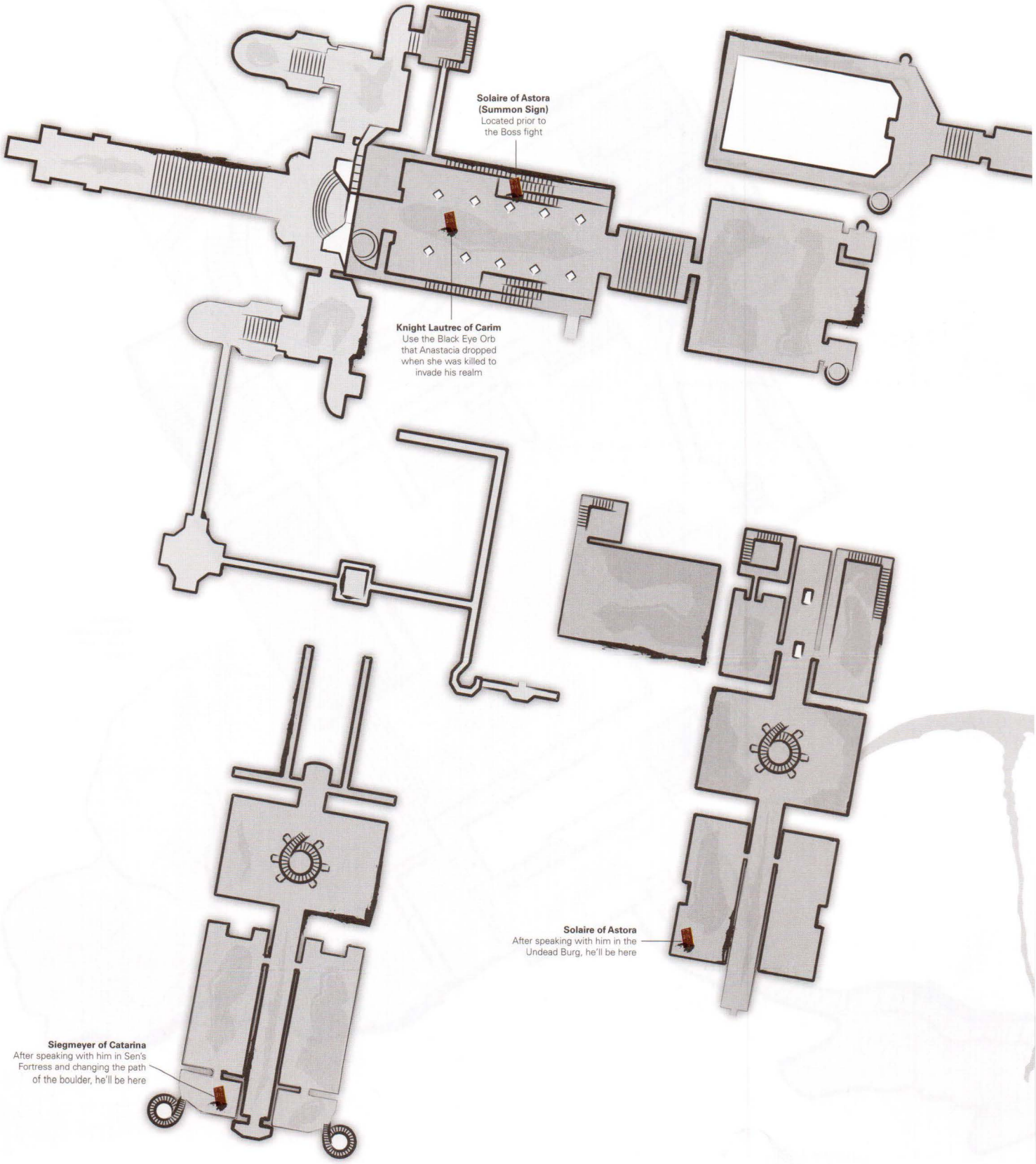
Anor Londo – Exterior

Anor Londo is truly a majestic city, bathed in golden sunlight. Its central feature is a large castle that you must infiltrate to gain an audience with the Princess Gwynevere in order to obtain the Lordvessel.



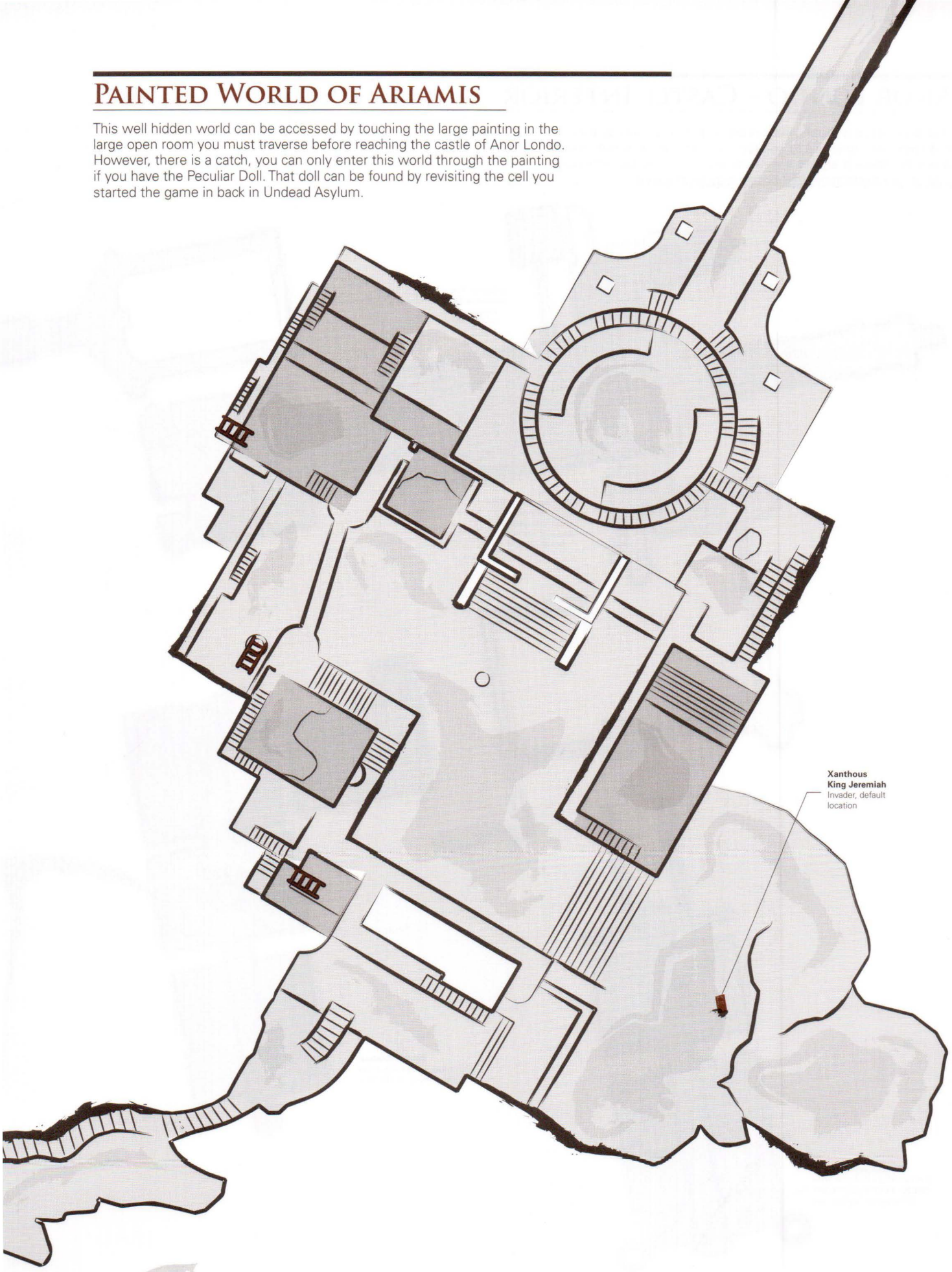
Anor Londo – Castle Interior

This large castle is lavishly decorated, with many floors to explore, and even more enemies to engage. You'll encounter some locked doors, but there is always a way into the room they bar, although a bit of backtracking or sidetracking may be required.



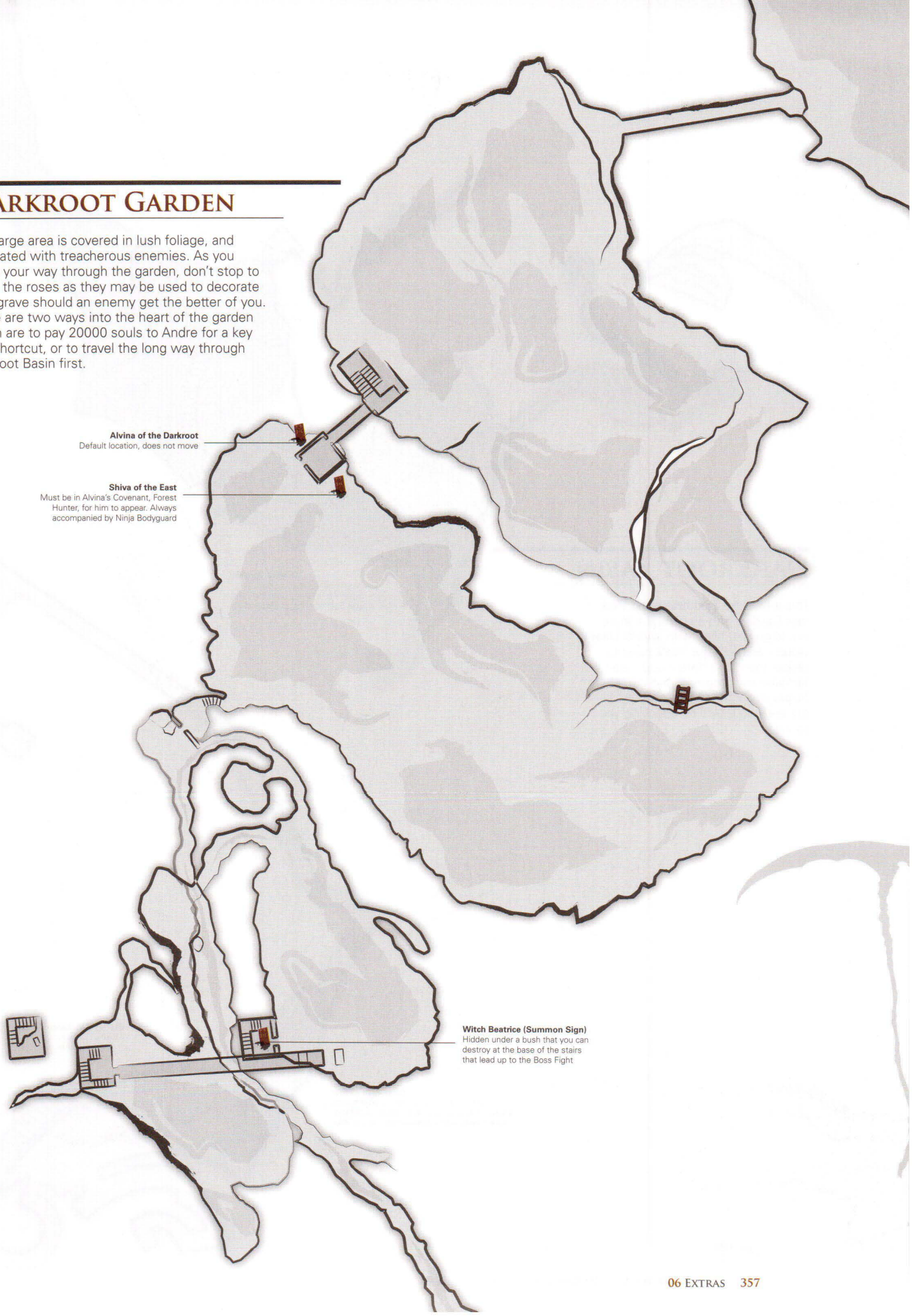
Painted World of Ariamis

This well hidden world can be accessed by touching the large painting in the large open room you must traverse before reaching the castle of Anor Londo. However, there is a catch, you can only enter this world through the painting if you have the Peculiar Doll. That doll can be found by revisiting the cell you started the game in back in Undead Asylum.



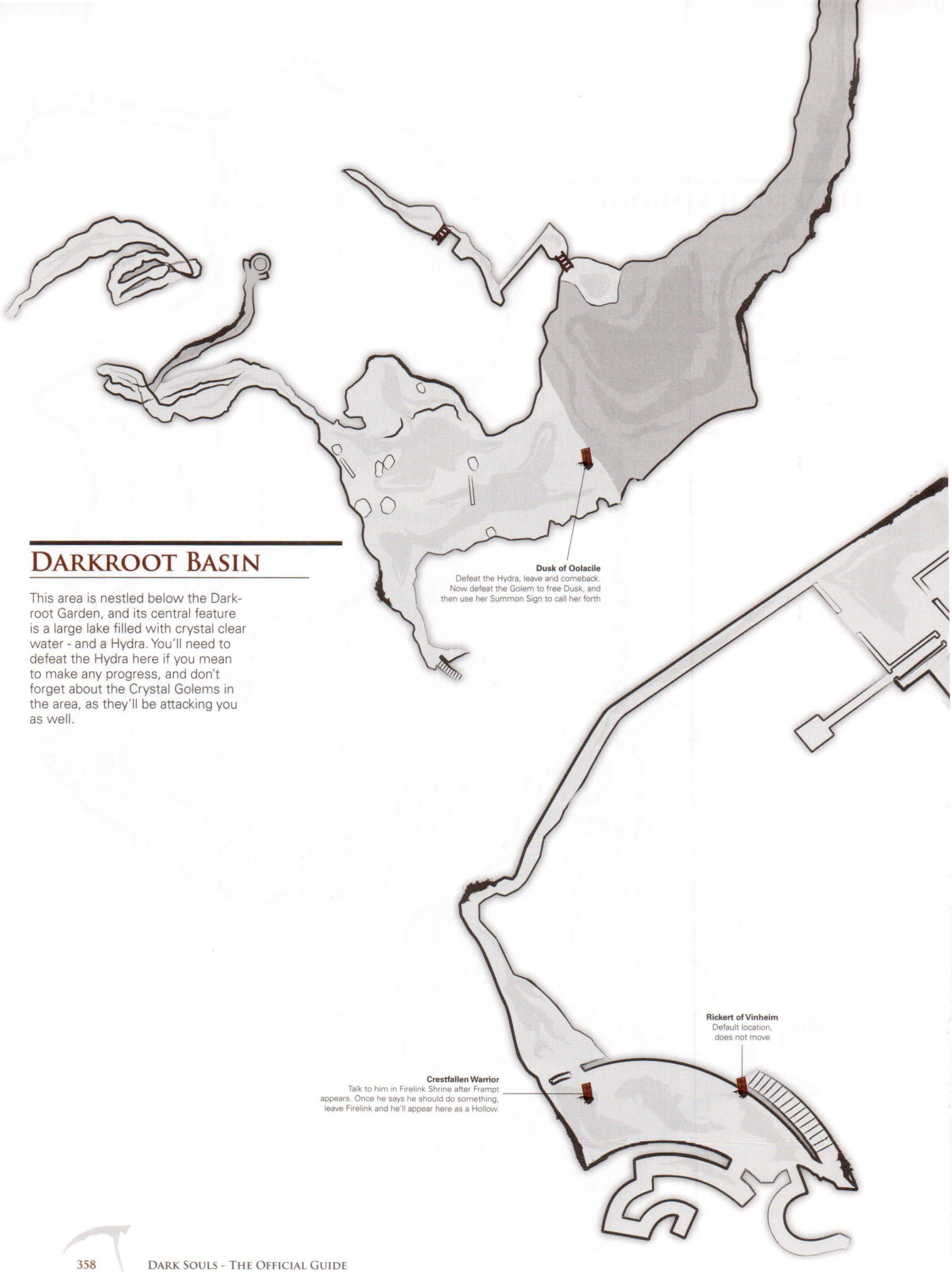
Darkroot Garden

This large area is covered in lush foliage, and populated with treacherous enemies. As you make your way through the garden, don't stop to smell the roses as they may be used to decorate your grave should an enemy get the better of you. There are two ways into the heart of the garden which are to pay 20000 souls to Andre for a key to a shortcut, or to travel the long way through Darkroot Basin first.



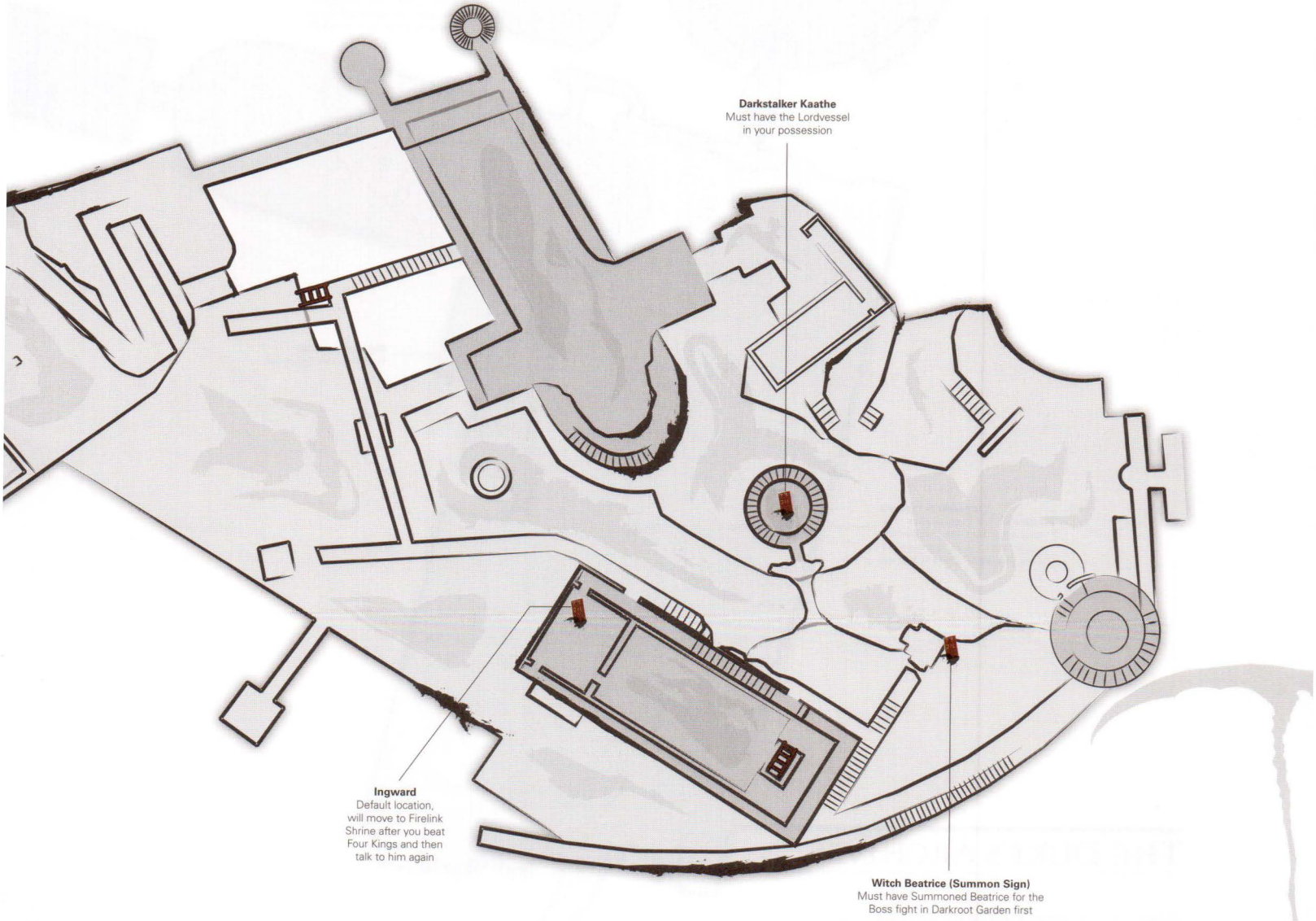
Darkroot Basin

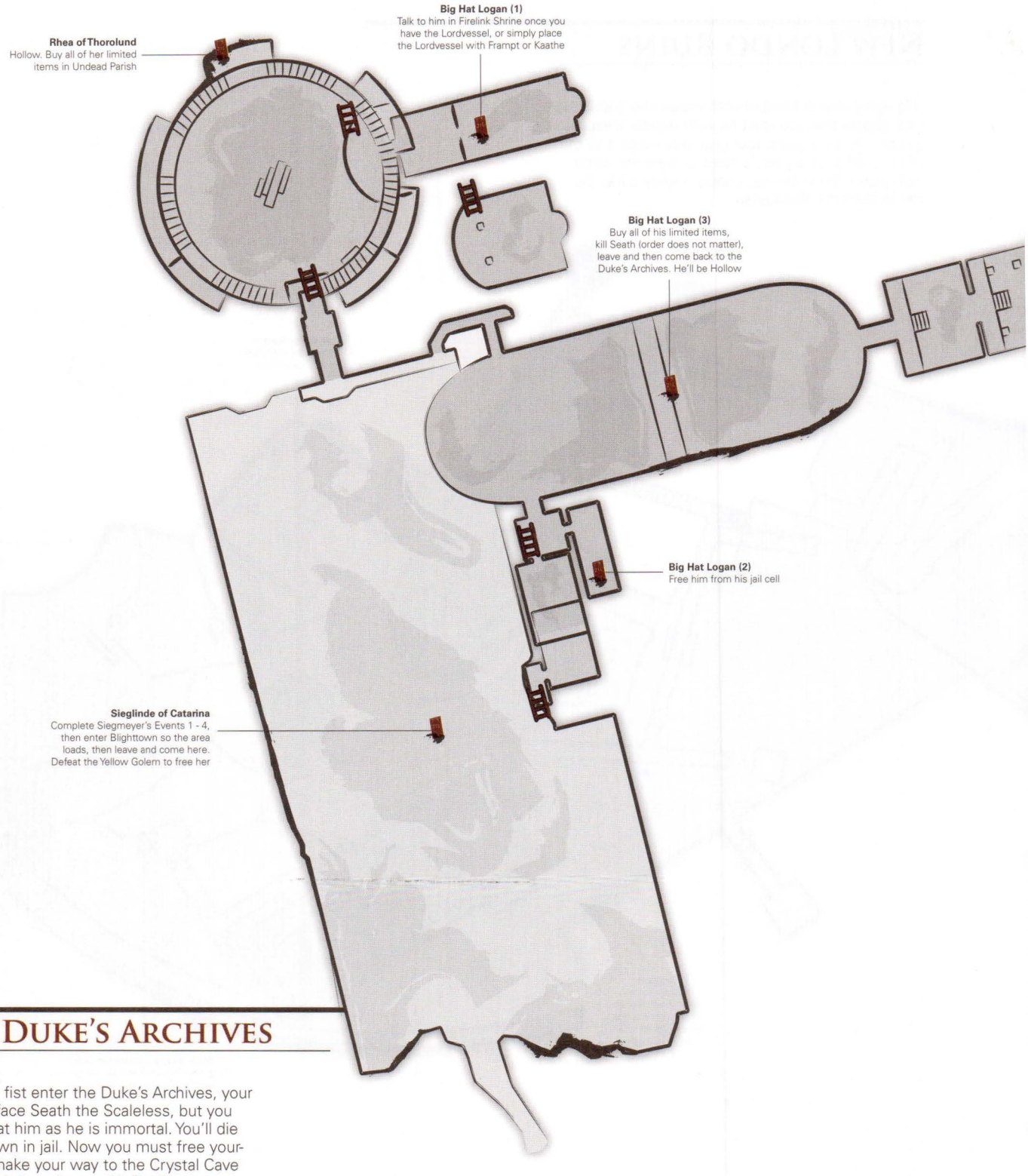
This area is nestled below the Darkroot Garden, and its central feature is a large lake filled with crystal clear water - and a Hydra. You'll need to defeat the Hydra here if you mean to make any progress, and don't forget about the Crystal Golems in the area, as they'll be attacking you as well.



New Londo Ruins

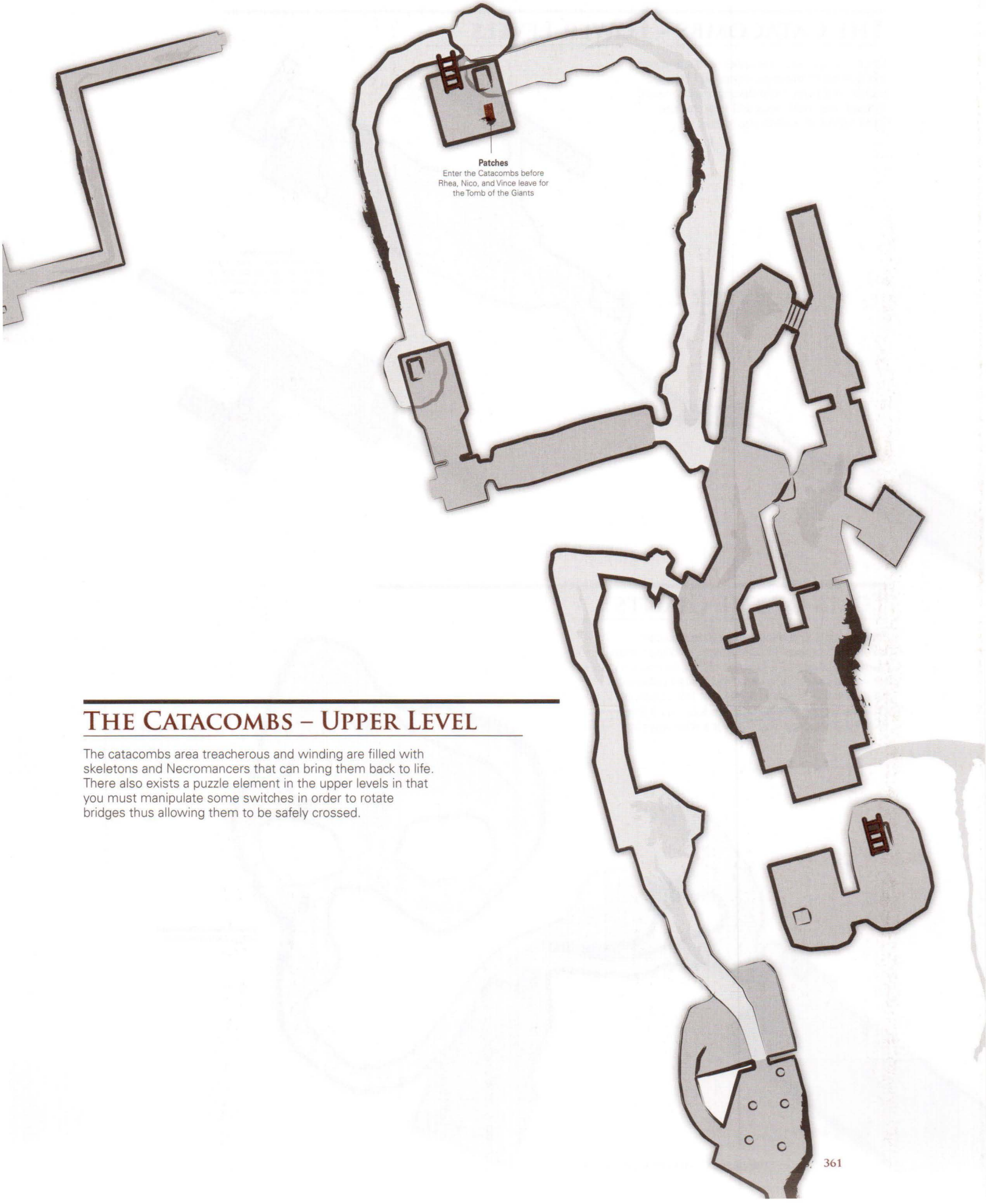
This aging area is flooded with water, and populated with ghosts that you can't hit with regular weapons unless you are cursed. Your goal is to make it to the Abyss, and to do so you'll need to drain the water that covers the entrance. Luckily, Ingward has the key to open the floodgates.





The Duke's Archives

When you fist enter the Duke's Archives, your goal is to face Seath the Scaleless, but you can't defeat him as he is immortal. You'll die and respawn in jail. Now you must free yourself, and make your way to the Crystal Cave for the final showdown with Seath.

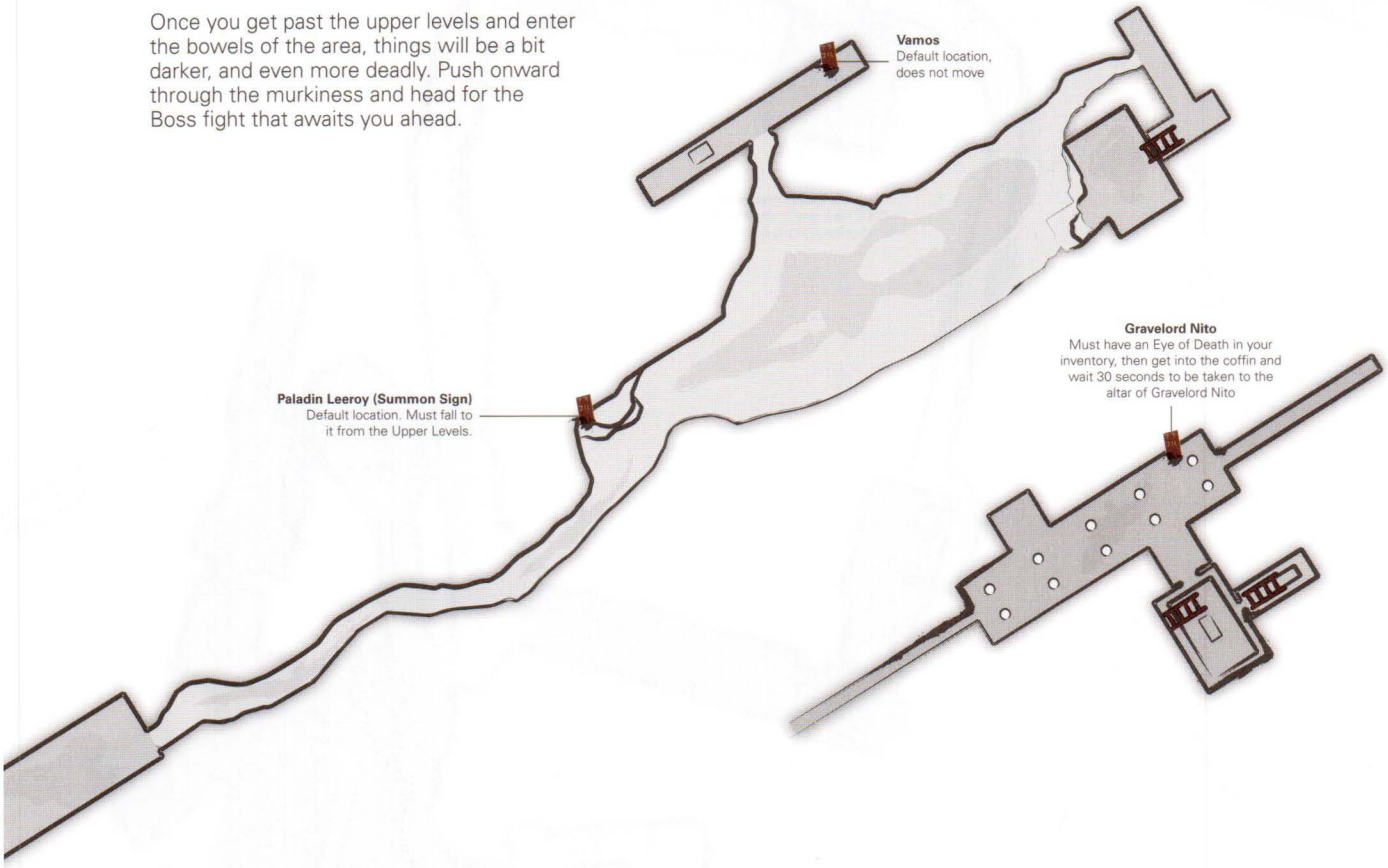


The Catacombs – Upper Level

The catacombs area treacherous and winding are filled with skeletons and Necromancers that can bring them back to life. There also exists a puzzle element in the upper levels in that you must manipulate some switches in order to rotate bridges thus allowing them to be safely crossed.

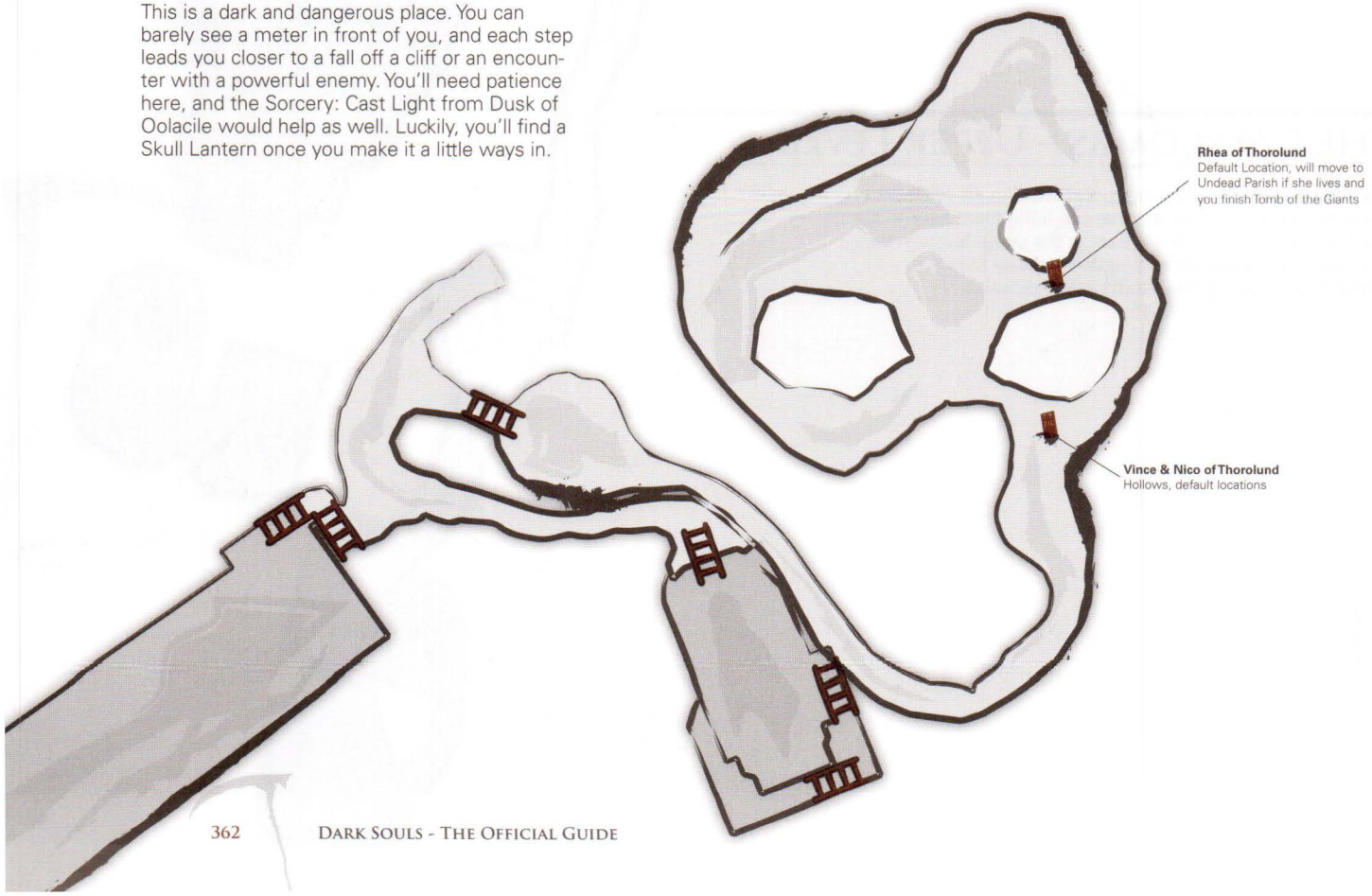
The Catacombs – Lower Levels

Once you get past the upper levels and enter the bowels of the area, things will be a bit darker, and even more deadly. Push onward through the murkiness and head for the Boss fight that awaits you ahead.

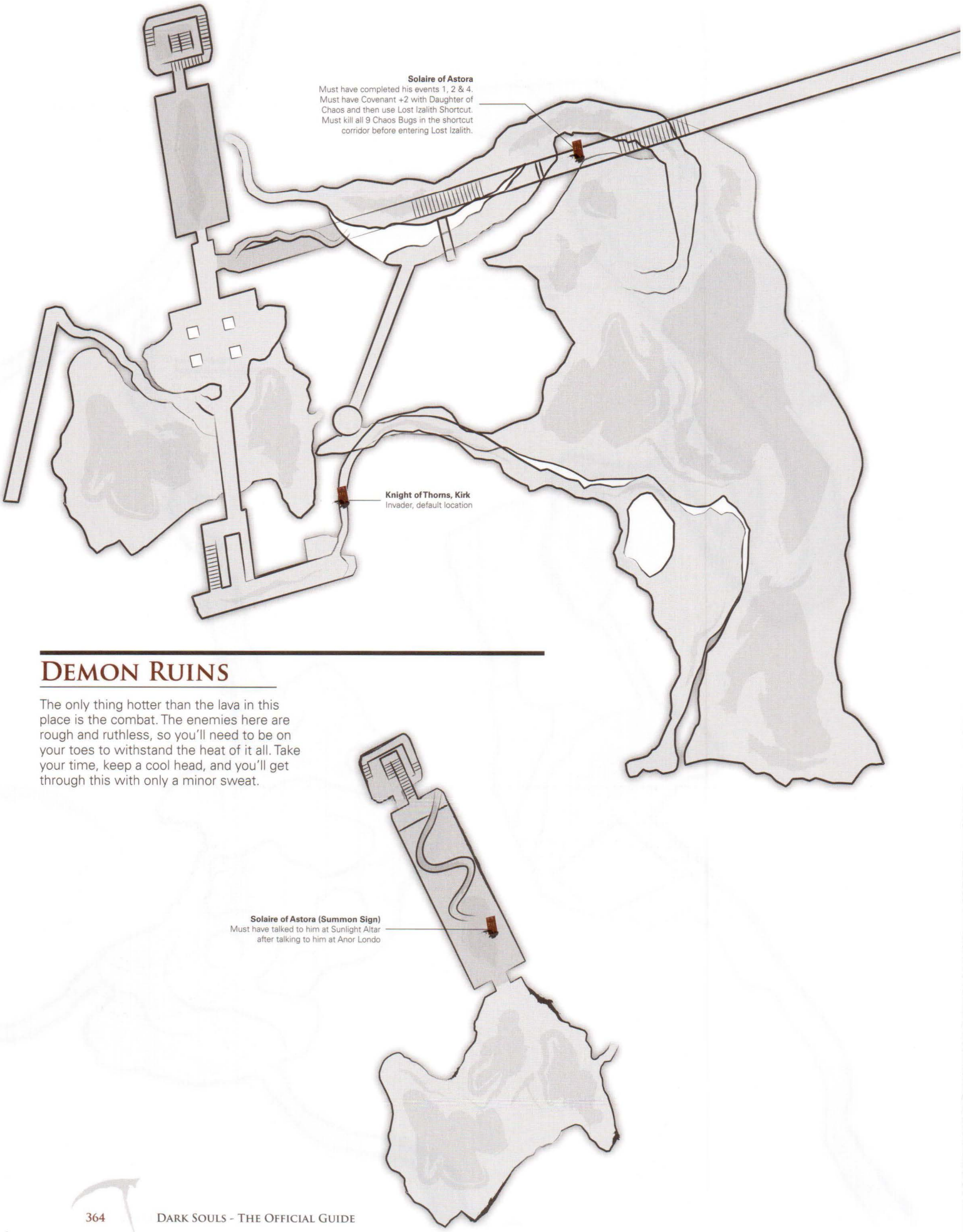


Tomb of the Giants

This is a dark and dangerous place. You can barely see a meter in front of you, and each step leads you closer to a fall off a cliff or an encounter with a powerful enemy. You'll need patience here, and the Sorcery: Cast Light from Dusk of Oolacile would help as well. Luckily, you'll find a Skull Lantern once you make it a little ways in.

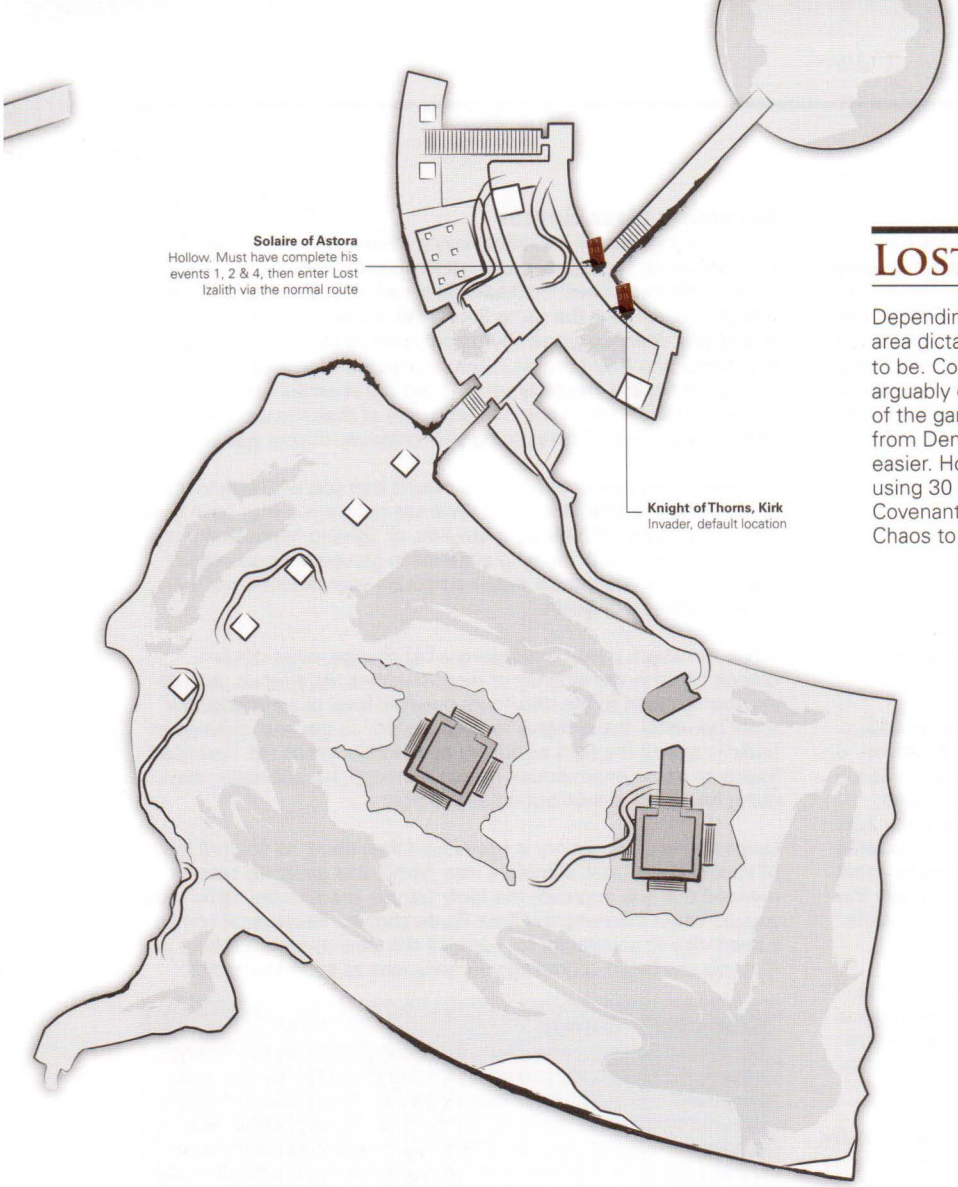



Patches
Default location. Will move to Firelink Shrine if you answer his last question after he pushes you over the cliff
Paladin Leeroy
Invader, default location



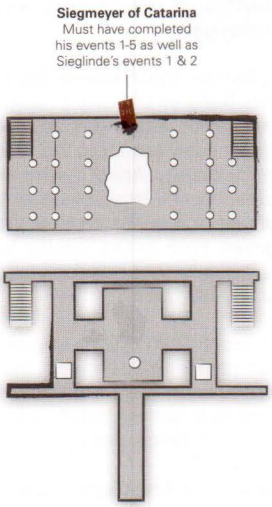
Demon Ruins

The only thing hotter than the lava in this place is the combat. The enemies here are rough and ruthless, so you'll need to be on your toes to withstand the heat of it all. Take your time, keep a cool head, and you'll get through this with only a minor sweat.



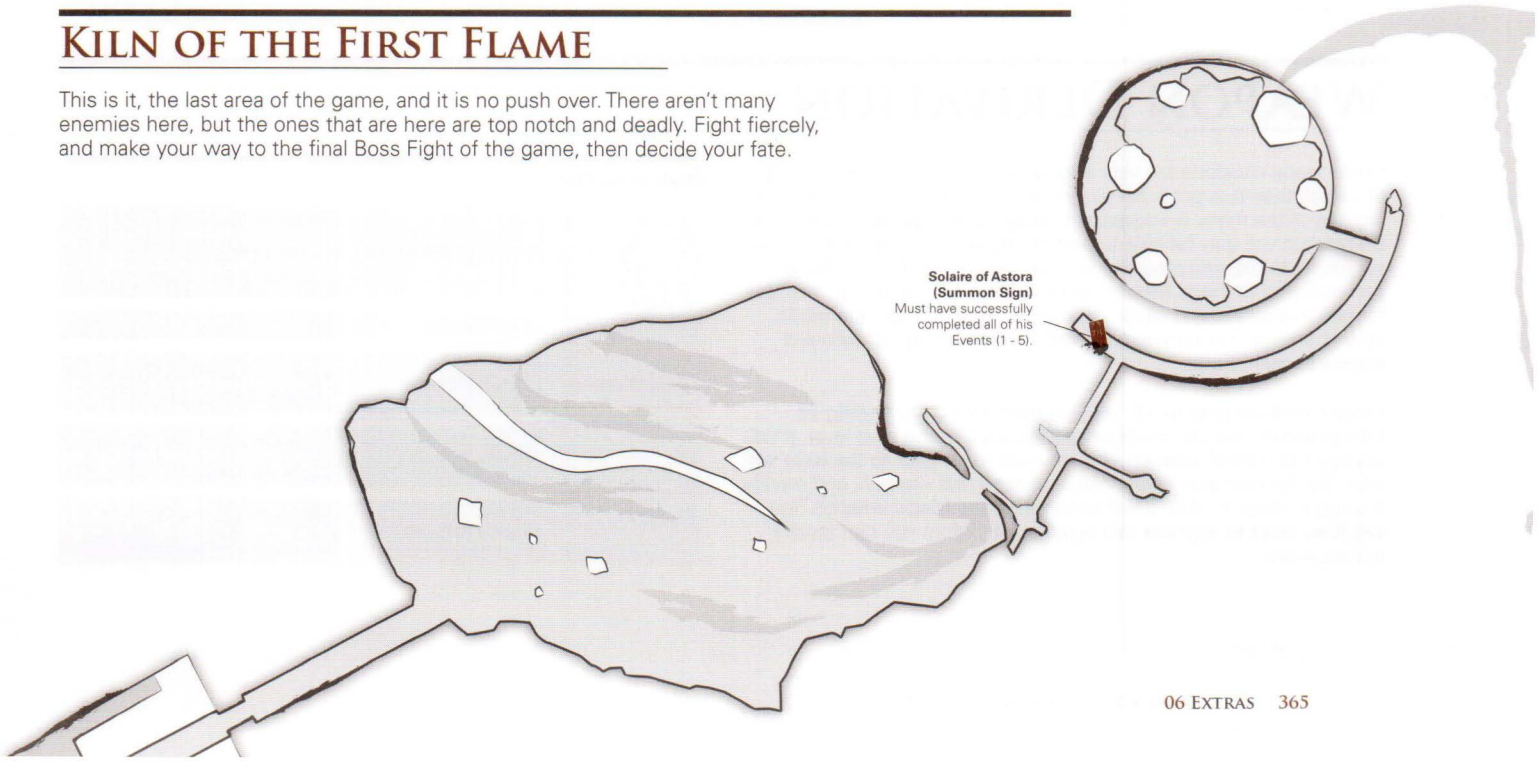
Lost Izalith

Depending on how you enter this area dictates how hard it's going to be. Coming in the front route is arguably one of the hardest areas of the game, but using the shortcut from Demon Ruins makes it much easier. However, that requires using 30 Humanity to level up the Covenant with the Daughter of Chaos to Level +2.



Kiln of the First Flame

This is it, the last area of the game, and it is no push over. There aren't many enemies here, but the ones that are here are top notch and deadly. Fight fiercely, and make your way to the final Boss Fight of the game, then decide your fate.



New Game +

After completing the game once, no matter which ending you choose, you will restart the game from the beginning. Dark Souls, just like Demons Souls before it, employs a unique system relating to subsequent plays through the game; the difficulty of the game will increase after every successful completion. You will be allowed to keep all your items, weapons and armor, along with your current Soul Level and number of Souls. You won't get to keep any of your keys, Embers or unique Lord Souls (though you do keep regular Boss Souls). You will also have to reclaim the Rite of Kindling and Abysswalking, as well as the Lordvessel. Despite retaining your previous strength, the massive jump in difficulty on your subsequent plays may still overwhelm you. You will quickly find your existing equipment and Soul Level insufficient.

Changes After Each Cycle

The health, attack and defense power changes for enemies on each following playthrough. The difficulty will increase each time you complete the game until the seventh completion, and from your eighth playthrough (the seventh New Game+) onwards it will remain unchanged.

The first New Game+ (your second play through the game on a single save file), features the largest spike in difficulty. Enemies will have higher health, attack and defense values. Health values will increase from between 1.5 to 2.5 times their old amounts, depending on the enemy. Attack power will increase by 1.3 to 2.3 times, while defense will increase by up to 1.6 times, or otherwise remain unchanged. The general rule of thumb is that weaker, more common enemies, such as the Zombie type enemies, will see the largest gains. Stronger, less common foes that appear later in the game will see smaller gains.

From the your second New Game+ (your third playthrough) until your sixth (your seventh playthrough), there is a consistent jump in difficulty for each playthrough. Each subsequent New Game+ will increase the previous game's health, attack and defence values by between 1.07 to 1.25 times, depending on the enemy.

So to summarise, your first playthrough will be of a normal difficulty. The second playthrough, your first New Game+, will present a huge step up in difficulty. Then, every subsequent New Game+, from New Game+ 2 up to New Game+ 6, will have a consistent, smaller increase in difficulty each time. New Game+ 7 will be the same as 6, and remain unchanged from then onwards.

Surviving New Game+

The first thing you will find after playing a New Game+ for a while is that everything hits much, much harder than before. It is not uncommon to find that a basic Undead Soldier can kill you with one hit, even though you still have the same Soul Level and equipment from the end of your previous game. Your priority should thus be to strengthen your armor and Soul Level as much as possible. However, this will only go so far, and inevitably you will find the enemies later in the game will still kill you in one hit from some of their more powerful attacks, regardless of how strong your character or your equipment is.

The dangerous power of enemies means that you will have to approach battles a little differently. Whereas before you may have been able to get away with taking a few hits, or fighting haphazardly, this won't work anymore. Fighting enemies in groups is discouraged even more, as one enemy slipping through your defense will likely result in your quick death.

While the attack power increase is a big change, what doesn't change much is the defense of most enemies. As a result, upgrading your weapon to the maximum possible level or switching to a more powerful one is highly recommended, as the best strategy in battle is to end the fight as quickly as possible. While the increased health on some enemies can make this tough, it's still better than going for a long, drawn out defensive fight.

Upgrading your weaponry is easier said than done, as you will lose all your Embers upon starting a new game. It is generally recommended that you approach the New Game+ areas in the same order you did when following the Area Guide chapter. However, it can be a good idea to go straight for some of the easy-to-reach Embers, so that you can begin upgrading your weapons as soon as possible.

Collector's Corner

But it's not all doom and gloom in a New Game+ world. Playing again will allow you to accomplish many of the things that were practically impossible to do in a single run. Being able to collect the limited materials such as Titanite Slabs is very useful. You can also acquire many unique Boss Souls again, including Lord Gwyn's and Sif's. This will allow you to make the variations of the rare weapons that their Souls allow you to build, helping you acquire all rare weapons. Most enemies will also drop an increased number of Souls, and having items like the Covetous Gold and Silver Serpent rings from the start of the game helps you to farm Souls and rare drops much earlier and in increased amounts.

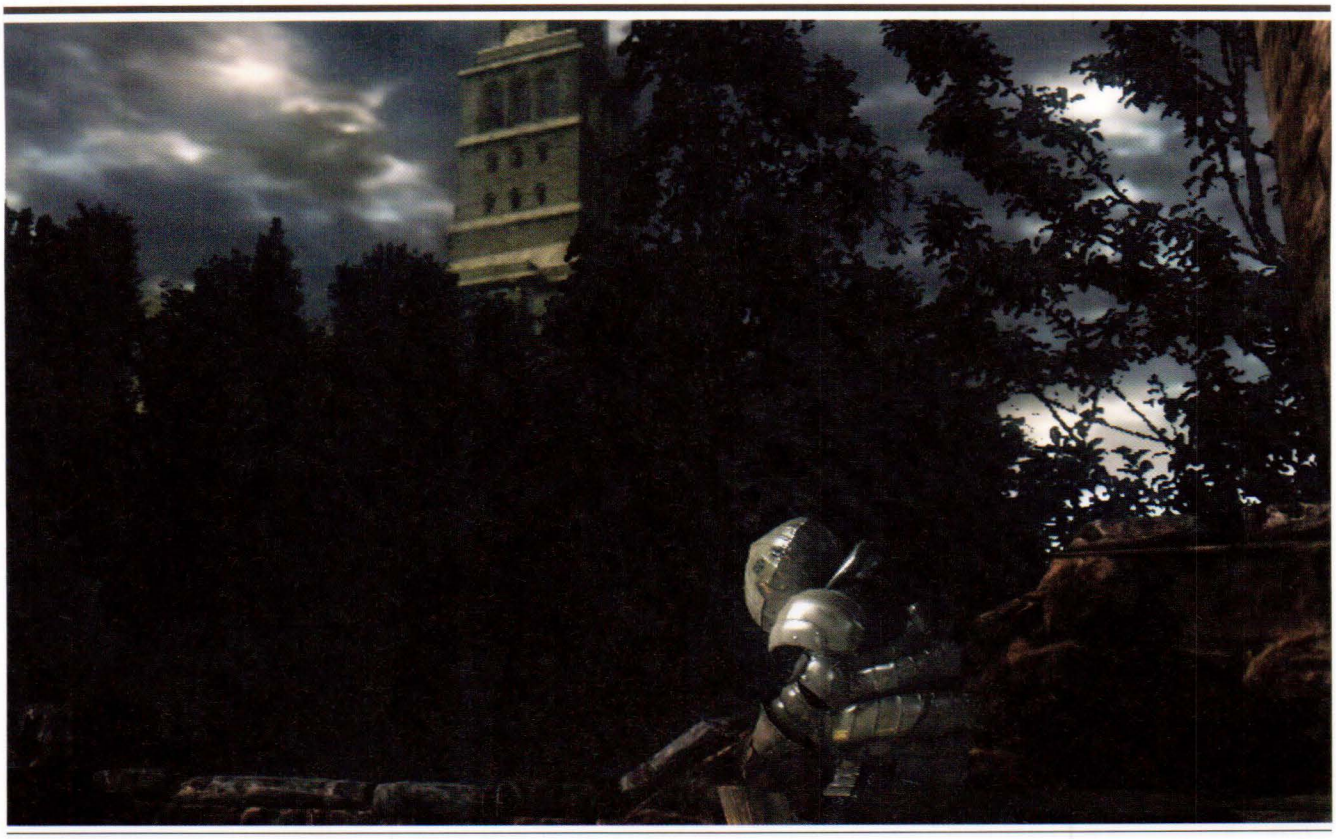
Weapon Derivation

While many weapons are very strong as soon as you pick them up, to unlock their true potential you will need to reinforce them by visiting one of the many Blacksmiths throughout the game. Initially, the Blacksmith will only be able to perform basic reinforcement on your weapons, but as you progress you will be able to acquire unique and powerful Embers. Embers open up new reinforcement avenues for you to explore, and allow you to add many different elements, so that you can create weapons that take advantage of different enemy's weaknesses.

Once a weapon gets to +5, you will need to modify it using an Ember before you can continue reinforcing it to the next level. If you change the type of weapon, the level will reset back to the base version. So, for example: if you take a +5 standard weapon, and modify it using a Magic Ember, it will become a base Magic weapon. You will then need to upgrade that again to +5 before you can modify it once more.

Derivation Flow

Base Weapon	High Level Weapon	Ultimate Weapon
		Crystal Weapon
		Lightning Weapon
	Raw Weapon	–
	Magic Weapon	High Level Magic Weapon
		Enchanted Weapon
	Divine Weapon	High Level Divine Weapon
		Occult Weapon
	Flame Weapon	High Level Flame Weapon
		Chaos Flame Weapon



To do any kind of reinforcing you will also need the materials to work with, and each reinforcement path requires different materials, which are covered in the Item section earlier in this chapter. The different Blacksmiths are all used to working with different materials, so if you want a specific weapon type, you will need to take it to a Blacksmith that is comfortable working with that Ember.

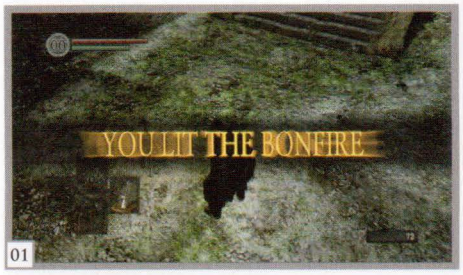
As well as the normal means of finding and reinforcing weapons, you can also obtain rare and powerful weapons by deriving them from special Boss Souls that you get after beating some of them in the game. To acquire these weapons you need a highly reinforced weapon of a compatible type, and access to the Blacksmith capable of making it.

Soul Derivation

Boss Soul Name	Weapon Required	Weapon Derived
Soul of the Moonlight Butterfly	Mail Breaker, Rapier, Estoc, Ricard's Rapier, Spear, Winged Spear, Partizan, Pike	Moonlight Butterfly Horn
Soul of the Moonlight Butterfly	Plank Shield/Small Leather Shield, Leather Shield/Target Shield, Buckler/Cracked Round Shield, Caduceus Round Shield/Red and White Round Shield, Warrior's Round Shield/Heater Shield, Knight Shield/Tower Kite Shield, Grass Crest Shield/Hollow Soldier Shield, Balder Shield/Iron Round Shield, Spider Shield/Spiked Shield, Pierce Shield/Sunlight Shield, Caduceus Kite Shield/Gargoyle's Shield, Double-headed Eagle Shield/Wooden Shield, Large Leather Shield/ Eagle Shield, Tower Shield/Giant Shield, Bonewheel Shield/Effigy Shield, Sanctus/Bloodshield/Black Iron Greatshield	Crystal Ring Shield
Soul of Quelaag	Scimitar, Falchion, Shotel, Shotel, Painting Guardian Sword, Server, Murakumo	Quelaag's Furysword
Soul of Quelaag	Uchigatana, Washing Pole, Iaito	Chaos Blade
Core of an Iron Golem	Caestus, Claw	Dragon Bone Fist
Core of an Iron Golem	Hand Axe, Battle Axe, Butcher Knife, Gargoyle Tail Axe, Greataxe, Demon's Greataxe	Golem Axe
Soul of Ornstein	Mail Breaker, Rapier, Estoc, Ricard's Rapier, Spear, Winged Spear, Partizan, Pike	Dragonslayer Spear
Soul of Smough	Club, Mace, Morning Star, Warpick, Pickaxe, Reinforced Club, Blacksmith Hammer, Great Club, Demon's Great Hammer, Large Club	Smough's Hammer
Soul of Sif	Broken Straight Sword, Straight Sword Hilt	Greatsword of Artorias
Soul of Sif	Dagger, Parrying Dagger, Bandit's Knife, Shortsword, Longsword, Broadsword, Balder Side Sword, Sunlight Straight Sword, Barbed Straight Sword, Darksword, Bastard Sword, Claymore, Man-serpent Greatsword, Flamberge, Zweihander, Greatsword, Demon Great Machete	Greatsword of Artorias
Soul of Sif	Plank Shield/Small Leather Shield, Leather Shield/Target Shield, Buckler/Cracked Round Shield, Caduceus Round Shield/Red and White Round Shield, Warrior's Round Shield/Heater Shield, Knight Shield/Tower Kite Shield, Grass Crest Shield/Hollow Soldier Shield, Balder Shield/Iron Round Shield, Spider Shield/Spiked Shield, Pierce Shield/Sunlight Shield, Caduceus Kite Shield/Gargoyle's Shield, Double-headed Eagle Shield/Wooden Shield, Large Leather Shield/ Eagle Shield, Tower Shield/Giant Shield, Bonewheel Shield/Effigy Shield, Sanctus/Bloodshield/Black Iron Greatshield	Greatshield of Artorias
Soul of Gwyndolin	Short Bow, Composite Bow, Longbow, Black Bow of Pharis	Darkmoon Bow
Soul of Gwyndolin	Sorcerer's Catalyst, Beatrice's Catalyst, Tin Banishment Catalyst, Logan's Catalyst, Oolacile Ivory Catalyst	Tin Darkmoon Catalyst
Soul of Priscilla	Halberd, Lucerne , Scythe, Gargoyle's Halberd, Great Scythe, Whip, Notched Whip	Lifehunt Scythe
Soul of Gwyn, Lord of Cinder	Dagger, Parrying Dagger, Bandit's Knife, Shortsword, Longsword, Broadsword, Balder Side Sword, Sunlight Straight Sword, Barbed Straight Sword, Darksword, Bastard Sword, Claymore, Man-serpent Greatsword, Flamberge, Zweihander, Greatsword, Demon Great Machete	Great Lord Greatsword

Achievement/Trophy Guide

This chapter will explain how to get every Achievement/Trophy in Dark Souls. It is not possible to get every Achievement/Trophy in a single playthrough, as some of the items you will need are one of a kind and available only once in the entire game. In some cases, you will need to make multiple characters on a single profile to try to get Achievement/Trophy in a situation where you will have to get one or the other. These cases will be pointed out in the chapter.



01



02

Game Progression

There are certain Achievements/Trophies that you will get naturally as you progress through the game. You will get all of these in one playthrough, without having to go out of your way. While you can attempt many of them in any order, it is recommended you follow the Area Guide Chapter's suggested order for best results.

Achievement/Trophy Details

Name	Xbox 360	PS3	Description
Enkindle	15G	Bronze	Light bonfire flame.
Estus Flask	15G	Bronze	Acquire Estus Flask.
Reach Lordran	15G	Bronze	Arrive in Lordran.
Ring the Bell (Undead Church)	15G	Bronze	Ring Bell of Awakening at Undead Church.
Ring the Bell (Quelaag's Domain)	15G	Bronze	Ring Bell of Awakening in Quelaag's domain.
Art of Kindling	15G	Bronze	Acquire the Art of Kindling.
Art of Abysswalking	15G	Bronze	Acquire the Art of Abysswalking.
Reach Anor Londo	30G	Silver	Arrive in Anor Londo.
Lordvessel	30G	Silver	Acquire the Lordvessel.
Defeat Gravelord Nito	30G	Silver	Defeat the Soul Lord Gravelord Nito.
Defeat Bed of Chaos	30G	Silver	Defeat the Soul Lord Bed of Chaos.
Defeat the Four Kings	30G	Silver	Defeat the Four Kings, inheritors of Souls.
Defeat Seath the Scaleless	30G	Silver	Defeat Seath the Scaleless, inheritor of Souls.
To Link the Fire	90G	Gold	Reach "To Link the Fire" ending.
Dark Lord	90G	Gold	Reach "The Dark Lord" ending.


03


04


05

Game Milestones

Enkindle

The earliest you can get this Achievement/Trophy is near the beginning of the game, at the first bonfire you will encounter in the Undead Asylum. Simply activate the bonfire to unlock the Achievement/Trophy. [→☐ 01]

Estus Flask
You will unlock this Achievement/Trophy after retrieving the Estus Flask from the hero of the Undead Asylum that frees you. After running away from the Asylum Demon when it first appears, you will come to a staircase where a sword-wielding zombie will roll a ball down the stairs. Move out of the way, and let the ball destroy the wall at the bottom of the stairs. Go through the hole, speak to the hero and listen to his request to retrieve a key and the Estus Flask. [→☐ 02]

Reach Lordran
You will automatically unlock this as soon as you are carried away by the giant raven at the end of the Undead Asylum and first set foot in Lordran. [→☐ 03]

Ring the Bell (Undead Church)
After defeating the Bell Gargoyles in the Undead Parish, you can climb the tower and ring the first bell, thus unlocking this Achievement/Trophy. [→☐ 04]

Ring the Bell (Quelaag's Domain)
The second bell is located in Quelaag's Domain, and you will need to defeat her to get to it. Ringing it will unlock the Achievement/Trophy. [→☐ 05]

Rite of Kindling
To acquire the Rite of Kindling, you must defeat the Pinwheel boss, located in the Catacombs, just before the Tomb of the Giants. [→☐ 06]

Art of Abysswalking
To acquire the Art of Abysswalking, which you will need to get to the Four Kings of New Londo Ruins, you must defeat Sif, the Great Grey Wolf, boss of Darkroot Gardens. [→☐ 07]

Reach Anor Londo
After defeating the Iron Golem on top of the ramparts of Sen's Fortress, you will have access to a circular summoning mark. Activating this will summon demons to carry you to Anor Londo, and upon arriving you will unlock this Achievement/Trophy. [→☐ 08]


06


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08

Lordvessel
You will retrieve the Lordvessel from Gwynevere, whom you can meet after defeating Smough and Ornstein in Anor Londo. Remember to check out the Enemy Guide Chapter for in-depth strategies on how to beat all the bosses!


09


10


11

Defeating Bosses

Defeat Gravelord Nito
This Achievement/Trophy is unlocked after you beat Gravelord Nito, who is located at the end of the Tomb of the Giants. [→☐ 09]

Defeat Bed of Chaos
This Achievement/Trophy is unlocked after you beat the Bed of Chaos, which is located in the Lost City Izalith.

Defeat the Four Kings
The Four Kings are located in the Abyss in the New Londo Ruins, but to get to them you have to fulfill a few conditions. First, you must have the Covenant of Artorias, a ring that you can only get by beating the Great Grey Wolf Sif in Darkroot Garden. The ring will let you enter the Abyss. To actually get access to the area where the Abyss is located, you must drain the water in the lower levels of New Londo Ruins. See Chapter 3: Area Guide for more details on how to do this.

Defeat Seath the Scaleless
To beat Seath the Scaleless, you must find the crystal that grants him his immortality in the Crystal Cave and beat him there. You will not be able to defeat him in your initial meeting in the Duke's Archives. [→☐ 10]

To Link the Fire
After you defeat Gwyn, Lord of Cinder in the Kiln of the First Flame, a bonfire will light up in the centre of the room. Walk up to it and activate it to complete the game and see this ending, thus unlocking the Achievement/Trophy. [→☐ 11]

Dark Lord
You will have to complete the game again, but this time, after defeating Gwyn, walk away from the bonfire and out of the main door, thus activating the Dark Lord ending and unlocking the Achievement/Trophy.

Completionist

These Achievement/Trophies will require you to search high and low for all the relevant items, weapons and magic. These vary from being found in treasure chests, to corpses, to being enemy drops or being purchased from NPCs. Some of these will require multiple play-throughs, as you simply will not be able to collect all the materials in one playthrough. Many of the items are one of a kind, but starting a new character on the same profile might be a better option, as a New Game added to a spike in difficulty is not for the faint-hearted.

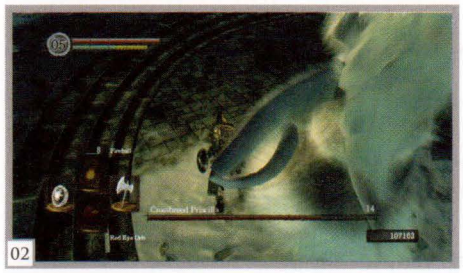
Achievement/Trophy Details

Name	Xbox 360	PS3	Description
Knight's Honor	30G	Silver	Acquire all rare weapons.
Wisdom of a Sage	30G	Silver	Acquire all sorceries.
Bond of a Pyromancer	30G	Silver	Acquire all pyromancies.
Prayer of a Maiden	30G	Silver	Acquire all miracles.
Defeat the Dark Sun Gwyndolin	30G	Silver	Defeat Dark Sun Gwyndolin, the Darkmoon God.
Defeat Crossbreed Priscilla	30G	Silver	Defeat Crossbreed Priscilla, the Lifehunter.
The Dark Soul	0G	Platinum	Obtain All Achievements/Trophies.

Knight's Honor

This Achievement/Trophy requires you to obtain all the rare weapons in the game. Here is a list of these weapons and how you can obtain them:


01


02


03

Ghost Blade

This is a drop from the Female Ghosts of New Londo Ruins. You will need to be cursed or need a cursed weapon, like the Jagged Ghost Blade, to harm the Ghosts. [→☐ 01]

Weapon Name	Area	Description
Ghost Blade	New Londo Ruins	Dropped by Female Ghost
Priscilla's Dagger	Painted World of Ariamis	Tail of Crossbreed Priscilla
Silver Knight Straight Sword	Anor Londo	Dropped by Silver Knight
Drake Sword	Undead Parish	Tail of Hellkite
Stone Greatsword	Darkroot Garden	Dropped by Great Stone Knight
Greatsword of Artorias	Numerous	Ascend weapon using Soul of Sif
True Greatsword of Artorias	Numerous	Ascend weapon using Soul of Sif
Great Lord Greatsword	Numerous	Ascend weapon using Soul of Gwyn
Moonlight Greatsword	Crystal Cave	Tail of Seath the Scaleless
Black Knight Sword	Undead Burg, second Visit to Undead Asylum	Dropped by Black Knight
Dragon Greatsword	Ash Lake	Tail of Ancient Dragon
Black Knight Greatsword	Undead Parish, Kiln of the First Flame	Dropped by Black Knight
Jagged Ghost Blade	New Londo Ruins	Dropped by Male Ghost
Quelaag's Furysword	Numerous	Ascend weapon using Soul of Quelaag
Gravelord Sword	Tomb of the Giants	Establish Covenant
Chaos Blade	Blighttown	Ascend weapon using Soul of Quelaag
Velka's Rapier	Painting World of Ariamis	Found on corpse
Golem Axe	Numerous	Ascend weapon using Core of Iron Golem
Black Knight Greataxe	Catacombs, Kiln of the First Flame	Dropped by Black Knight
Dragon King Greataxe	Depths	Tail of Gaping Dragon
Grant	Tomb of the Giants	Dropped by invading phantom
Dragon Tooth	Anor Londo	Found in treasure chest
Smough's Hammer	Numerous	Ascend weapon using Soul of Smough
Silver Knight Spear	Anor Londo	Dropped by Silver Knight
Moonlight Butterfly Horn	Numerous	Ascend weapon using Soul of Moonflight Butterfly
Dragonslayer Spear	Numerous	Ascend weapon using Soul of Ornstein
Titanite Catch Pole	Numerous	Dropped by Prowling Demon
Black Knight Halberd	Darkroot Basin, Kiln of the First Flame	Dropped by Black Knight
Lifehunt Scythe	Numerous	Ascend weapon using Priscilla the Crossbreed
Dragon Bone Fist	Numerous	Ascend weapon using Core of Iron Golem
Dragonslayer Greatbow	Anor Londo	Found in treasure chest
Darkmoon Bow	Numerous	Ascend weapon using Soul of Gwyndolin
Tin Darkmoon Catalyst	Numerous	Ascend weapon using Soul of Gwyndolin
Crystal Ring Shield	Numerous	Ascend shield using Soul of Moonlight Butterfly
Crest Shield	Undead Asylum (second visit)	Dropped by Knight of Astora, Oscar
Dragon Crest Shield	New Londo Ruins	Found on corpse
Silver Knight Shield	Anor Londo	Dropped by Silver Knight
Black Knight Shield	Numerous	Dropped by Black Knight
Stone Greatshield	Darkroot Garden	Dropped by Great Stone Knight
Havel's Greatshield	Anor Londo	Found in treasure chest
Greatshield of Artorias	Numerous	Ascend shield using Soul of Sif

Priscilla's Dagger
You must chop off the tail of Priscilla the Crossbreed, the boss of the Painting World of Ariamis, to retrieve this weapon. [→☐ 02]

Silver Knight Straight Sword
This is a drop from the sword-wielding Silver Knight variations that exclusively inhabit Anor Londo.

Drake Sword
This weapon is obtainable by chopping off the tail of the Hellkite dragon of the Undead Parish (see Chapter 2 Enemy Guide for more details on this).

Stone Greatsword
This is a drop from the Great Stone Knight's of Darkroot Garden. [→☐ 03]

Greatsword of Artorias
This weapon must be ascended using the Soul of Sif, the Great Grey Wolf, one of the bosses of Darkroot Garden. You must reinforce one of the weapons from the table to +10, which will require 9 Titanite Shards and 10 Large Titanite Shards. You can then ascend the sword into the Greatsword of Artorias.

Compatible Weapons
Dagger
Parrying Dagger
Bandit's Knife
Demon Great Machete
Greatsword
Zweihander
Flamberge
Man-serpent Greatsword
Claymore
Bastard Sword
Darksword
Barbed Straight Sword
Sunlight Straight Sword
Balder Side Sword
Broadsword
Longsword
Shortsword

True Greatsword of Artorias
This weapon must be ascended using the Soul of Sif, the Great Grey Wolf. You must reinforce one of the weapons from the table to +10, which will require 9 Titanite Shards and 10 Large Titanite Shards. You can then ascend the sword into the True Greatsword of Artorias. The Broken Straight Sword is a drop from the sword type zombie enemy, found in numerous locations, such as the Undead Asylum and Undead Burg.

Compatible Weapons
Broken Straight Sword
Straight Sword Hilt

Great Lord Greatsword
This weapon must be ascended using the Soul of Gwyn, the Lord of Cinder, the last boss located in the Kiln of the First Flame. You must reinforce one of the weapons from the table to +10, which will require 9 Titanite Shards and 10 Large Titanite Shards. You can then ascend the sword into the Great Lord Greatsword.

Compatible Weapons
Dagger
Parrying Dagger
Bandit's Knife
Demon Great Machete
Greatsword
Zweihander
Flamberge
Man-serpent Greatsword
Claymore
Bastard Sword, Darksword
Barbed Straight Sword
Sunlight Straight Sword
Balder Side Sword
Broadsword
Longsword
Shortsword

Moonlight Greatsword
To retrieve this weapon, you must cut the tail off Seath the Scaleless, located in the Crystal Cave.

Black Knight Sword
This is a drop from the sword type Black Knight enemy, who is located in the Undead Burg, the Undead Asylum (second visit), and the Kiln of the First Flame. He does not respawn, so ensure you increase your drop rate as much as possible beforehand with as much humanity as possible, and by wearing the Covetous Gold Serpent Ring.

Dragon Greatsword
Cut the tail off of the Ancient Dragon located at the end of Ash Lake. There are no negative repercussions from cutting off its tail, and you can still enter into a covenant with it afterwards.

Black Knight Greatsword
This is a drop from the sword type Black Knight enemy, who is located in the Undead Parish and the Kiln of the First Flame. He does not respawn, so ensure you increase your drop rate as much as possible beforehand with as much humanity as possible, and by wearing the Covetous Gold Serpent ring.

Jagged Ghost Blade
This is a drop from the male Ghosts of New Londo Ruins.

Quelaag's Furysword
This weapon must be ascended using the Soul of Quelaag, the boss of Quelaag's Domain, which is located near at the bottom of Blighttown. You must reinforce one of the weapons from the table to +10, which will require 9 Titanite Shards and 10 Large Titanite Shards. You can then ascend the sword into Quelaag's Furysword. The Scimitar can be purchased from the merchant in the Undead Burg.

Compatible Weapons
Painting Guardian Sword
Murakumo
Server
Shotel
Scimitar
Falchion



Gravelord Sword
This is a reward for joining the Covenant of Gravelord Nito. You must reach him before you go through the Tomb of the Giants and kill him to retrieve his Soul. To reach him to establish the covenant, make sure you have the Eye of Death (which you can purchase from the merchant in Undead Burg), and stand in the tomb in the Catacombs (see page 215 in Chapter 3 Area Guide to find this) until you are transported to Gravelord Nito. Enter into a covenant with him to receive the Gravelord Sword and a miracle.

Chaos Blade
Reinforce any weapon from the table to +10, and then use the Soul of Quelaag to ascend the weapon into the Chaos Blade. The Iaito can be found on a corpse in Blighttown.

Compatible Weapons
Washing Pole
Iaito
Uchigatana

Velka's Rapier
Velka's Rapier can be found on a corpse in the Painting World of Ariamis. [→☐ 01]

Golem Axe
Reinforce any weapon from the table to +10, and then use the Core of the Iron Golem to ascend the weapon into the Golem Axe. Simple axes can commonly be found on the axe type Armored Zombies, found in Undead Burg.

Compatible Weapons
Hand Axe
Demon's Greataxe
Greataxe
Gargoyle Tail Axe
Butcher Knife
Battle Axe

Black Knight Greataxe
This weapon is dropped by the axe-wielding Black Knights. There are only two available, one in the Catacombs and the other in the Kiln of the First Flame.

Dragon King Greataxe
This weapon must be obtained by slicing off the tail of the boss of the Depths, the Gaping Dragon. [→☐ 02]

Grant
This divine weapon is a drop from a red phantom, Divine Knight Leeroy. This red phantom will invade you when you visit a certain point in the Tomb of the Giants, a narrow ledge, which you should walk to the end of. See the "NPCs of Dark Souls" section in this chapter for more details.

Dragon Tooth
This weapon is found in a treasure chest in Anor Londo.

Smough's Hammer
Reinforce any weapon from the table to +10, and then use the Soul of Smough, one of the bosses of Anor Londo, to ascend the weapon into Smough's Hammer. The Infested Barbarians of Blighttown will drop clubs. To obtain Smough's Soul, you must defeat Ornstein first and Smough last.

Compatible Weapons
Club
Mace
Morning Star
Warpick
Pickaxe
Reinforced Club
Blacksmith Hammer
Great Club
Demon's Great Hammer
Large Club

Silver Knight Spear
This is a drop from the spear type Silver Knights of Anor Londo.

Moonlight Butterfly Horn
Reinforce any weapon from the table to +10, and then use the Soul of the Moonlight Butterfly to ascend the weapon into the Moonlight Butterfly Horn. The Spear is a common drop from the spear-wielding Undead Soldiers, located in the Undead Burg and Undead Parish.

Compatible Weapons
Mail Breaker
Estoc
Rapier
Ricard's Rapier
Spear
Winged Spear
Partizan
Pike

Dragonslayer Spear
Reinforce any weapon from the table to +10, and then use the Soul of Ornstein, one of the bosses of Anor Londo, to ascend the weapon into the Dragonslayer Spear. To get Ornstein's Soul, you must defeat Smough first and Ornstein last.

Compatible Weapons
Mail Breaker
Estoc
Rapier
Ricard's Rapier
Spear
Winged Spear
Partizan
Pike

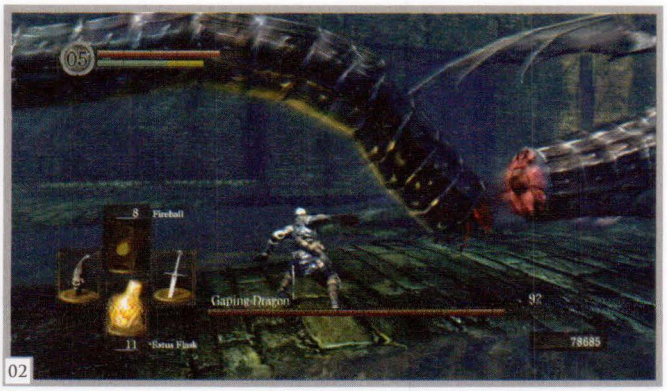
Titanite Catch Pole
This is a drop from the Prowling Demons, which are found throughout the game, in particular at the bottom of the Undead Parish and at the bottom of Sen's Fortress. [→☐ 03]

Black Knight Halberd
This is a drop from the spear-wielding Black Knights. There are only two in the game. The first is in Darkroot Basin, and the other is in the Kiln of the First Flame.

Lifehunt Scythe
Reinforce any weapon from the table to +10, and then use the Soul of Priscilla the Crossbreed to ascend the weapon into the Lifehunt Scythe. The Sentinels of Anor Londo will drop a compatible weapon for you to use for this endeavor.



01



02



03



04

Compatible Weapons
Halberd
Lucerne
Scythe
Gargoyle's Halberd
Great Scythe
Whip
Notched Whip

Dragon Bone Fist
Reinforce any weapon from the table to +10, and then use the Core of the Iron Golem to ascend the weapon into the Dragon Bone Fist. The Cestus can be purchased from the blacksmith located in the Undead Parish.

Compatible Weapons
Cestus
Claw

Dragonslayer Greatbow
This can be found in a treasure chest in Anor Londo.

Darkmoon Bow
Reinforce any weapon from the table to +10, and then use the Soul of Gwyndolin the Darkmoon God to ascend the weapon into the Darkmoon Bow. A bow can be purchased from the merchant in the Undead Burg.

Compatible Weapons
Short Bow
Composite Bow
Longbow
Black Bow of Pharis

Tin Darkmoon Catalyst
Acquire one of the Catalysts from the table below, and then use the Soul of Gwyndolin the Darkmoon God to ascend the weapon into the Tin Darkmoon Catalyst.

Compatible Weapons
Oolacile Ivory Catalyst
Logan's Catalyst
Tin Banishment Catalyst
Sorcerer's Catalyst
Beatrice's Catalyst

Crystal Ring Shield
Reinforce any shield from the table to +10, and then use the Soul of the Moonlight Butterfly to ascend the shield into the Crystal Ring Shield. Almost any shield in the game can be used for this purpose, including the starting shield you will find in the Undead Asylum.

Compatible Weapons
Plank Shield/Small Leather Shield
Leather Shield/Target Shield
Buckler/Cracked Round Shield
Caduceus Round Shield/Red and White Round Shield
Warrior's Round Shield/Heater Shield
Knight Shield/Tower Kite Shield
Grass Crest Shield/Hollow Soldier Shield
Balder Shield/Iron Round Shield
Spider Shield/Spiked Shield
Pierce Shield/Sunlight Shield
Caduceus Kite Shield/Gargoyle's Shield
Double-headed Eagle Shield/Wooden Shield
Large Leather Shield/Eagle Shield
Tower Shield/Giant Shield
Bonewheel Shield/Effigy Shield
Sanctus/Bloodshield/Black Iron Greatshield

Crest Shield
This is dropped from the Hollowed Hero, who will attack you when you make a return visit to the Undead Asylum. [→□ 04]

Dragon Crest Shield
This can be found on a corpse in the New Londo Ruins.

Silver Knight Shield
This is a drop item from any Silver Knight variation in Anor Londo.

Black Knight Shield
This is a drop item from any Black Knight variation found throughout the game.

Stone Greatshield
This is a drop item from the Great Stone Knight's found in Darkroot Garden.

Havel's Greatshield
This can be found in a treasure chest in Anor Londo.

Greatshield of Artorias
The same shields that are compatible with the Crystal Ring Shield can also be used here, so refer to that table for which shield to use. Reinforce the shield from to +10, and then use the Soul of Sif the Grey Wolf to ascend the shield into the Greatshield of Artorias.



Wisdom of a Sage

This Achievement/Trophy requires you to obtain all sorcery spells in the game. The following is a list of these spells and how you can obtain them:

Name of Sorcery Spell	Location/Seller
Soul Arrow	Griggs of Vinheim or Big Hat Logan
Great Soul Arrow	Griggs of Vinheim or Big Hat Logan
Heavy Soul Arrow	Griggs of Vinheim or Big Hat Logan
Great Heavy Soul Arrow	Griggs of Vinheim or Big Hat Logan
Homing Soulmass	Big Hat Logan
Homing Crystal Soulmass	Big Hat Logan (after moving to Archives)
Soul Spear	Big Hat Logan
Crystal Soul Spear	Big Hat Logan (after moving to Archives)
Magic Weapon	Griggs of Vinheim or Big Hat Logan
Great Magic Weapon	Big Hat Logan
Crystal Magic Weapon	Big Hat Logan (after moving to Archives)
Magic Shield	Griggs of Vinheim or Big Hat Logan
Strong Magic Shield	Found on a corpse in the Duke's Archives
Hidden Weapon	Dusk of Oolacile
Hidden Body	Dusk of Oolacile
Cast Light	Dusk of Oolacile
Hush	Defeat Griggs of Vinheim
Aural Decoy	Griggs of Vinheim
Repair	Dusk of Oolacile
Fall Control	Griggs of Vinheim
Chameleon	Dusk of Oolacile
Dispel Curse	Ingward
Remedy	Ingward
White Dragon Breath	Defeat Big Hat Logan

Griggs of Vinheim

Griggs of Vinheim can initially be found in the lowest levels of the Undead Burg, in the area just before the Capra Demon. There, you will find a house with a locked door, and will be able to hear Griggs crying out for help from inside [→☐ 01]. In order to open this door, you must buy the Residence Key from the merchant in the Undead Burg. After freeing him, he will return to Firelink Shrine and begin to sell you sorceries.

After you have freed Big Hat Logan and have spoken to him in the Duke's Archives, Griggs will offer a slightly modified spell and ring selection. Once you have purchased all his wares, he will become a Hollow in Sen's Fortress, where you must defeat him to get the Hush spell.

Big Hat Logan

Big Hat Logan is initially a prisoner in Sen's Fortress, and is locked inside a hanging cage there [→☐ 02]. The key to open the cage is also found in Sen's Fortress. Free him, and he will return to Firelink Shrine. Meet him there to purchase his first set of spells and items.

Later, when you have been sent to the dungeons of the Duke's Archives, after being killed by Seath, you will find Logan in one of the cells. Free him again. You can then find him in another room of the Duke's Archives, where he will be selling his full inventory.

Once you have purchased everything he has to offer, and you have defeated Seath in the Crystal Cave, return to Seath's room in the Duke's Archives. There, Logan will have turned Hollow, and you must defeat him to obtain the White Dragon Breath spell.

Dusk of Oolacile

Dusk of Oolacile has been trapped for centuries inside a Yellow Crystal Golem. This golem can be found in Darkroot Basin, behind the giant Hydra [→☐ 03]. Defeat the Hydra and head to the very rear of the cavern to find the golem. Defeat it, and you will free the Dusk of Oolacile. Speak to her, and accept her offer to allow her to teach you sorcery. She will now disappear.

You can summon Dusk at any point by activating her summon point. It is located close to where you fought the Hydra, near the edge of the water. There is a boulder here that has the mark next to it. [→☐ 04]

Ingward

Ingward can be found on a rooftop in New Londo Ruins. Speak to him here before you defeat the Four Kings. After you have beaten them, head back to Firelink Shrine, where Ingward will be waiting to sell you his spells.



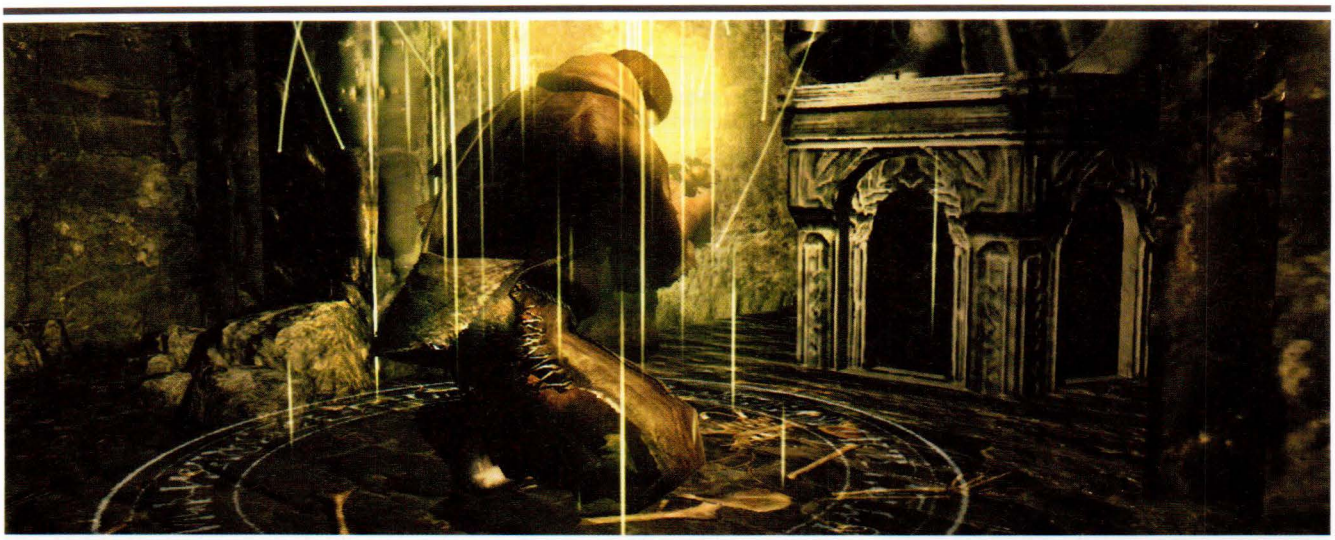
01


02



03


04



Bond of a Pyromancer

This Achievement/Trophy requires you to obtain all pyromancy spells in the game. The following is a list of these spells and how you can obtain them:

Pyromancy Spells	Seller/Location
Fireball	Laurentius or Quelana of Izalith
Fire Orb	Laurentius or Quelana of Izalith
Great Fireball	Quelana of Izalith
Firestorm	Quelana of Izalith
Fire Tempest	After defeating Bed of Chaos for Quelana of Izalith
Fire Surge	Dropped by Engorged Zombie in Painting World Ariamis
Fire Whip	Quelana of Izalith
Combustion	Laurentius or Quelana of Izalith
Great Combustion	Quelana of Izalith
Poison Mist	Eingyi
Toxic Mist	Eingyi
Acid Surge	Found on a corpse in the Painted World of Ariamis
Iron Flesh	Laurentius
Flash Sweat	Laurentius
Undead Rapport	Quelana of Izalith
Power Within	Found on a corpse in Blighttown
Great Chaos Fireball	Obtained via Covenant with Daughter of Chaos
Chaos Storm	Obtained via Covenant with Daughter of Chaos
Chaos Fire Whip	Found in a chest in Lost Izalith

Laurentius

Laurentius will sell many of the basic pyromancy spells you need for this Achievement/Trophy. You must rescue him first though. You'll find him in a room in the Depths, where he is trapped in a barrel. After you free him, he will appear in Firelink Shrine. After defeating Quelaag, visit Laurentius before doing anything else. Upgrade your Pyromancy Hand to at least +10, and buy any spells you do not already have, as he will soon turn Hollow. After a certain period of time, or if you speak to him after acquiring one of Quelana's pyromancies, he will head to Blighttown and turn Hollow.

Eingyi

Eingyi is an non-violent Egg-Carrier enemy who guards Quelaag's sister. To get to him, you must hit the secret wall in the elevator room behind the room where you battled Quelaag in Quelaag's Domain [→☐ 05]. However, he will not sell any spells to you unless you have been infected with the egg status. To do this, attack one of the Egg-Carrier enemies in Quelaag's Domain and get it to use its grab attack on you. When it does, you will be infected and eventually sprout eggs. When this happens, speak to Eingyi, and he will be much more receptive. He will also sell you the item you need to remove the egg parasite.

Daughter of Chaos

You will also find her where Eingyi is. She can give you a few powerful pyromancy spells, but only if you level up your covenant with her by offering her humanity. [→☐ 06]

Quelana of Izalith

Quelana of Izalith will appear in Blighttown. To make her show up, you must have previously rescued Laurentius. Defeat Quelaag and ring the second bell as normal, then go back to Laurentius and level up your Pyromancy Hand to +10. Revisit Blighttown, and Quelana should be sitting against one of the stone pillars in the swamp, near the entrance to Quelaag's Domain. She will offer you several spells, but she has a special request after you have placed the Lordvessel on the altar. She will ask you to kill the Bed of Chaos (the boss of Lost Izalith, and also her mother). If you do this, she will reward you with the mighty Fire Tempest spell.



05



06


01


02


03

Prayer of a Maiden

This Achievement/Trophy requires you to obtain all Miracle spells in the game. Here is a list of these spells and how you can obtain them:

Miracle Spell Name	Seller/Location
Heal	Petrus of Thorolund or Rhea of Thorolund
Great Heal	Rhea of Thorolund
Great Heal Excerpt	Petrus of Thorolund or Rhea of Thorolund
Soothing Sunlight	Dropped by Pisaca in Duke's Archives
Replenishment	During event with Rhea of Thorolund
Bountiful Sunlight	Dropped by Pisaca in Duke's Archives
Gravelord Sword Dance	Obtained through covenant with Gravelord Nito
Gravelord Greatsword Dance	Obtained through covenant with Gravelord Nito
Homeward	Petrus of Thorolund or Rhea of Thorolund
Force	Petrus of Thorolund or Rhea of Thorolund
Wrath of the Gods	Rhea of Thorolund
Emit Force	Reward from Siegmeyer of Catarina
Seek Guidance	Rhea of Thorolund
Lightning Spear	Obtained through covenant with Warrior of Sunlight
Great Lightning Spear	Obtained through covenant with Warrior of Sunlight
Sunlight Spear	Obtained through covenant with Warrior of Sunlight
Magic Barrier	Rhea of Thorolund
Reinforced Magic Barrier	Found in treasure chest in Anor Londo
Karmic Justice	Oswald of Carim
Tranquil Walk of Peace	Found on corpse in the Catacombs
Vow of Silence	Oswald of Carim
Sunlight Blade	Found in treasure chest in Anor Londo
Darkmoon Blade	Obtained through covenant with Gwyndolin

Petrus of Thorolund

Petrus of Thorolund is available to you very early in the game. As soon as you arrive in Lordran, you can find Petrus near the Firelink Shrine [→☐ 01]. While his miracles cost significantly more than Rhea of Thorolund's, he has a large selection that is available early. You should also be wary of leaving Petrus alive for too long, as he will eventually conspire to murder Rhea.

Rhea of Thorolund

Rhea of Thorolund first appears in Firelink Shrine near Petrus, along with her two other allies, Vince and Nico. They are on a mission to the Catacombs. When you eventually reach the Tomb of the Giants, you will find Rhea trapped and Vince and Nico turned Hollow. Defeat them and speak to her. She will then return to the Undead Parish. Find her there and speak to her to purchase miracles from her, some of which are much cheaper than Petrus's. Be sure to buy all of these as soon as possible, as Petrus will attempt to kill her soon.

Oswald of Carim

Oswald of Carim is located in the Undead Parish. He will appear in the tower that houses the first Bell of Awakening, just after the place where you battled the Bell Gargoyles. He will only appear after you ring the bell. [→☐ 02]

Gravelord Nito

Upon entering the covenant with Gravelord Nito, you will be given the Gravelord Sword Dance miracle. You must level-up this Covenant to Rank 2 to receive the second version of this spell, Gravelord Greatsword Dance. You will need the Eye of Death item to rank this covenant up. This is dropped by the Basilisk enemy, commonly found in the Depths.

Gwyndolin the Darkmoon God

Upon entering the Covenant with Gwyndolin, you will receive the Darkmoon Blade Miracle.


04


05


06

Warrior of Sunlight
Enter the Warrior of Sunlight Covenant, either by speaking to Solaire or visiting the Sunlight Altar in the Undead Parish while you have 50 Faith [→☐ 03]. You must use Sunlight Medals to rank up this covenant to retrieve these spells. These are very rarely found, but they are dotted around the game's world. You will also get one every time you summon Solaire to help you in a boss battle and ensure he survives the battle. At Rank 2 of the covenant, you must give the Soul of Lord Gwyn, the last boss, as a trade for the final Sunlight Spear Miracle.

Siegmeyer of Catarina
Siegmeyer is an NPC that appears in several places. If you help in a few locations, he will reward you with the Emit Force Miracle. First, help him in Sen's Fortress by changing the path of the rolling boulders [→☐ 04]. Then, help him in Anor Londo by defeating the Silver Knights. Finally, speak to him at Firelink Shrine and tell him you were the one that opened the gates of Sen's Fortress to receive his miracle.

Defeat the Dark Sun Gwyndolin
This is an optional boss and not necessary for completing the game, but to get the Achievement/Trophy you will need to defeat the Dark Sun Gwyndolin. He is located on the lowest floor of Anor Londo, and you will either need to kill Gywnevere beforehand, to get access to him, or have the Darkmoon Séance Ring equipped when you approach. [→☐ 05]

Defeat Crossbreed Priscilla
This is an optional boss and not necessary for completing the game, but to get the Achievement/Trophy you will need to defeat Priscilla the Crossbreed. She is the boss of the Painting World of Ariamis, an area that, to get to, you must travel into a painting. The painting itself is located in Anor Londo, but to access it you need the Peculiar Doll item [→☐ 06]. This is located in your cell in the Undead Asylum, the very first room you started the game in. However, it is now being guarded by a horde of powerful enemies.



07


08


09

COVENANT

To unlock these Achievement/Trophies, you simply have to establish a covenant with each of the covenant-givers in the game. You don't have to rank them up, as soon as you establish the covenant, you will unlock the Achievement/Trophy. You should establish all covenants before ranking them up, as breaking off a covenant to join another one will lower your rank for all covenants.

Achievement/Trophy Details

Name	Xbox 360	PS3	Description
Covenant: Way of White	15G	Bronze	Discover Way of White Covenant.
Covenant: Princess's Guard	30G	Silver	Discover Princess's Guard Covenant.
Covenant: Blade of the Darkmoon	30G	Silver	Discover Blade of the Darkmoon Covenant.
Covenant: Warrior of Sunlight	30G	Silver	Discover Warrior of Sunlight Covenant.
Covenant: Forest Hunter	30G	Silver	Discover Forest Hunter Covenant.
Covenant: Darkwraith	30G	Silver	Discover Darkwraith Covenant.
Covenant: Path of the Dragon	30G	Silver	Discover Path of the Dragon Covenant.
Covenant: Gravelord Servant	30G	Silver	Discover Gravelord Servant Covenant.
Covenant: Chaos Servant	30G	Silver	Discover Chaos Servant Covenant.

Covenant: Way of White
This is the first covenant you are able to join, and the easiest to find. Petrus of Thorolund and Rhea of Thorolund both allow you to join. Petrus is right next to your starting position in Firelink Shrine, and Rhea can later be found in Undead Parish, after you have rescued her from the Tomb of the Giants.

Covenant: Princess's Guard
The Princess's Guard Covenant is offered by Gwynevere of Anor Londo. You will meet her after defeating Smough and Ornstein. Speak to her after she gives you the Lordvessel to join her covenant. [→☐ 07]

Covenant: Blade of the Darkmoon
This is the covenant of Gwyndolin the Darkmoon God. He can be found at the very bottom level of Anor Londo, so you must move the central rotating platform to its lowest point. However, you can only access Gwyndolin's tomb by either killing Gwynevere first or by approaching the tomb while equipped with the Darkmoon Séance Ring. Gwyndolin will speak to you and ask you to kneel before the door; do this and you will have the option of entering his covenant. [→☐ 08]

Covenant: Warrior of Sunlight
The Warrior of Sunlight, Solaire, will offer you a covenant if you have a Faith statistic of 50. However, if for whatever reason Solaire is not available, you can also visit the Sunlight Altar in the Undead Parish with a Faith stat of 50, and activate it. It will give you the option of joining the Covenant.

Covenant: Forest Hunter
This covenant is offered by Alvina of Darkroot Garden. You will have to make it past her band of forest protectors, but as soon as you join her covenant, they will stop attacking you.

Covenant: Darkwraith
To meet the Darkwraith Kaathe and join his covenant, you must defeat the Four Kings boss of New Londo Ruins before you place the Lordvessel on the Altar. When you have defeated the Four Kings, Kaathe will appear in the Abyss and offer to reveal the truth to you. Accept this, and listen to him. When he has finished, speak to him again to join his covenant.

Covenant: Path of the Dragon
This covenant is available from the Ancient Dragon, who resides in the end of the Ash Lake area. [→☐ 09]

Covenant: Gravelord Servant

To gain access to this covenant, you must meet with Gravelord Nito before you fight him. To do this, you must get to an area in the Catacombs while you have the Eye of Death in your inventory [→☐ 01]. Wait in this area, and you will be transported to Gravelord Nito, where you can enter his covenant. For more details of how to get to him, see page 321 in this chapter.

Covenant: Chaos Servant

This covenant is available from Quelaag's sister. To find her, you must hit the hidden wall located in the elevator room behind where you battle Quelaag herself [→☐ 02]. An Egg-Carrier will ask if you are a new servant; reply that you are and he will let you through to speak to Quelaag's sister. Speak to her to join her covenant.

Weapon Upgrades

These Trophies/Achievements will be unlocked when you upgrade a weapon to the maximum weapon upgrade path. This can be done with almost any basic weapon, but you should do it on a weapon you will be using frequently. All of these require Titanite Slabs for the final upgrade, which are in extremely short supply, so you may have to do this via multiple playthroughs.

Titanite Shards

As you might imagine, Titanite Shards are the easiest materials to find. Undead Soldiers will drop this item often, both sword and spear types. Farm them near the bonfire located in Undead Burg. [→☐ 03]

Large Titanite Shards

Large Titanite Shards are a little more dangerous to farm. Elite Undead Guards will drop this item, so farm them near the Undead Parish, using the bonfire near the blacksmith to heal.


01


02


03

Achievement/Trophy Details

Name	Xbox 360	PS3	Description
Strongest Weapon	15G	Bronze	Acquire best weapon through standard reinforcement.
Crystal Weapon	15G	Bronze	Acquire best weapon through crystal reinforcement.
Lightning Weapon	15G	Bronze	Acquire best weapon through lightning reinforcement.
Raw Weapon	15G	Bronze	Acquire best weapon through raw reinforcement.
Magic Weapon	15G	Bronze	Acquire best weapon through magic reinforcement.
Enchanted Weapon	15G	Bronze	Acquire best weapon through enchanted reinforcement.
Blessed Weapon	15G	Bronze	Acquire best weapon through blessed reinforcement.
Dark Weapon	15G	Bronze	Acquire best weapon through dark reinforcement.
Flame Weapon	15G	Bronze	Acquire best weapon through flame reinforcement.
Chaos Weapon	15G	Bronze	Acquire best weapon through chaos reinforcement.

Titanite Chunk

Titanite Chunks are much harder to come by. Your best renewable sources for these are the Sentinels of Anor Londo. Use the bonfire near the Darkmoon Knightess to make them respawn and then farm them. [→☐ 04]

Titanite Slab

This is one of the most rare materials. It is an extremely rare drop, so you will need to increase your drop rate as much as possible. The Dark Wraiths at the bottom of the drained New Londo Ruins can sometimes drop them. The Stray Demon in the Undead Asylum is also a guaranteed drop for this item.

Large Green Titanite Shard

The Great Leeches in the swamp of Blighttown are a great source of Green Titanite Shards. Use the bonfire near the swamp area to respawn the leeches and heal yourself. [→☐ 05]

Blue Titanite Chunk

The only real way to farm this material is by farming Blue Crystal Golems. The field between the Duke's Archives and the Crystal Cave is a good source, and a bonfire is nearby. [→☐ 06]

Blue Titanite Slab

An extremely rare and difficult material to farm. The only renewable source of this material is the Crystal Butterflies of the Crystal Cave, but this isn't really a viable source. It is also collectable in the Duke's Archives.

White Titanite Chunk

This is fairly easily farmable from the Skeleton Towers of the Tomb of the Giants.

White Titanite Slab

There is no renewable source of this item, although like all materials, the Crystal Lizards and Black Knights have a chance of dropping it. There is a collectable White Titanite Slab in the Tomb of the Giants.

Red Titanite Chunk

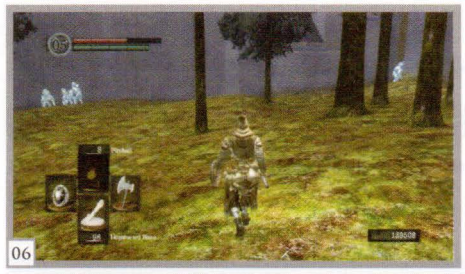
The dangerous Chaos Eaters of Lost Izalith will drop Red Titanite Chunks. They are difficult to farm as there is no bonfire nearby, but there is a large group of them in the pit in Lost Izalith [→☐ 07]. Use a Homeward Bone to return to a bonfire quickly and make them respawn.

Red Titanite Slab

The Chaos Eaters of Lost Izalith also drop Red Titanite Slabs, but the drop is much rarer. Increase your humanity and use the Covetous Gold Serpent Ring to increase your drop rate.


04


05


06


07

Ember Locations

Ember	Location
Large Ember	Depths
Very Large Ember	New Londo Ruins
Dark Ember	Painted World of Ariamis
Divine Ember	Darkroot Garden
Large Divine Ember	Tomb of the Giants
Magic Ember	Duke's Archives
Enchanted Ember	Darkroot Garden
Crystal Ember	Duke's Archives
Flame Ember	Lost Izalith
Chaos Flame Ember	Lost Izalith

Strongest Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum normal reinforcement level. To do so, you will need 9 Titanite Shards, 10 Large Titanite Shards, 8 Titanite Chunks and 1 Titanite Slab. You will need the Large Ember and Very Large Ember items, and give them to Andre, the blacksmith of the Undead Parish.

Crystal Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Crystal reinforcement level. To do so, you will need 9 Titanite Shards and 10 Large Titanite Shards to upgrade the weapon to +10. This can only be done with the Large Ember and with Andre, blacksmith of the Undead Parish. Then, you must take the +10 weapon to the Giant blacksmith of Anor Londo, give him the Crystal Ember and then get him to upgrade the weapon the rest of the way. To go from +10 normal to +5 Crystal will require 8 Titanite Chunks and 1 Titanite Slab.

Lightning Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Lightning reinforcement level. To do so, you will need 9 Titanite Shards and 10 Large Titanite Shards to upgrade the weapon to +10. This can only be done with the Large Ember and with Andre, blacksmith of the Undead Parish. Then, you must take the +10 weapon to the Giant blacksmith of Anor Londo and then get him to upgrade the weapon the rest of the way. To go from +10 normal to +5 Lightning will require 8 Titanite Chunks and 1 Titanite Slab.

Raw Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Raw reinforcement level. To do so, you will need 9 Titanite Shards to upgrade the weapon to +5. This can only be done with the Large Ember and with Andre, blacksmith of the Undead Parish. You will also need to give him the Very Large Ember to make Raw weapons. To go from +5 normal to +5 Raw will require 10 Large Titanite Shards.

Magic Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Magic reinforcement level. To do so, you will need 9 Titanite Shards to upgrade the weapon to +5. Then, you must take the +5 weapon to the Vinheim blacksmith of New Londo Ruins, give him the Magic Ember and then get him to upgrade the weapon the rest of the way. To go from +5 normal to +10 Magic will require 10 Large Green Titanite Shards, 8 Blue Titanite Chunks and 1 Blue Titanite Slab.

Enchanted Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Enchanted reinforcement level. To do so, you will need 9 Titanite Shards to upgrade the weapon to +5. Then, you must take the +5 weapon to the Vinheim blacksmith of New Londo Ruins, give him the Magic and Enchanted Embers and then get him to upgrade the weapon the rest of the way. To go from +5 normal to +5 Magic will require 10 Large Green Titanite Shards, then from +5 Magic to +5 Enchanted will require 8 Blue Titanite Chunks and 1 Blue Titanite Slab.

Blessed Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Divine reinforcement level. To do so, you will need 9 Titanite Shards to upgrade the weapon to +5. Then, you must take the +5 weapon to Andre, blacksmith of the Undead Parish, give him the Divine and Large Divine Embers and then get him to upgrade the weapon the rest of the way. To go from +5 normal to +10 Divine will require 10 Large Green Titanite Shards, 8 White Titanite Chunks and 1 White Titanite Slab.

Dark Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Occult reinforcement level. To do so, you will need 9 Titanite Shards to upgrade the weapon to +5. Then, you must take the +5 weapon to Andre, blacksmith of the Undead Parish, give him the Divine and Dark Embers and then get him to upgrade the weapon the rest of the way. To go from +5 normal to +5 Divine will require 10 Large Green Titanite Shards, then from +5 Divine to +5 Occult 8 White Titanite Chunks and 1 White Titanite Slab.

Flame Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Flame reinforcement level. To do so, you will need 9 Titanite Shards to upgrade the weapon to +5. Then, you must take the +5 weapon to Vamos, blacksmith of the Catacombs, give him the Flame Ember and then get him to upgrade the weapon the rest of the way. To go from +5 normal to +10 Flame will require 10 Large Green Titanite Shards, 8 Red Titanite Chunks and 1 Red Titanite Slab.

Chaos Weapon

This Achievement/Trophy is unlocked when you upgrade any weapon to the maximum Chaos reinforcement level. To do so, you will need 9 Titanite Shards to upgrade the weapon to +5. Then, you must take the +5 weapon to Vamos, blacksmith of the Catacombs, give him the Flame and Chaos Embers and then get him to upgrade the weapon the rest of the way. To go from +5 normal to +5 Flame will require 10 Large Green Titanite Shards, then from +5 Flame to +5 Chaos will require 8 Red Titanite Chunks and 1 Red Titanite Slab.

Rare Enemies

While most of the enemies in Dark Souls are of a fixed nature, and will always appear in the same place and have the same stats, there are a couple of exceptions to this rule. The Crystal Lizards and Good and Evil Drift Items are both elusive and valuable.

Crystal Lizards



Crystal Lizards are shiny creatures that like to run away and disappear at the first sight of you, never to appear again. If one gets away from you and disappears before you can kill it, it will be gone for good. They are very weak and can be taken down in one hit from most weapons. They are also tiny, so stabbing weapons like spears and rapiers have very little chance of hitting them. Use a swinging weapon like a club or axe to ensure you connect with them. They are quick, so chase after them and use your sprinting attack before they can disappear. [→ 01]



HP	Respawn
58	No

Defense Values

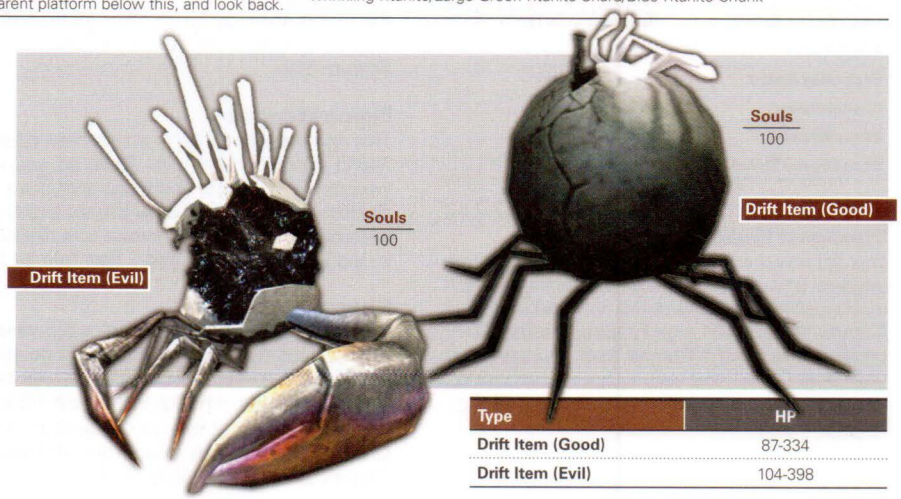
Phy. DEF	VS slash	VS strike	VS thrust	Magic DEF	Flame DEF	Lightning DEF	Poison Resist	Venom Resist
184	230	184	184	162	152	162	S	S

The table here shows the general area each one can be found. Remember that they can be anywhere in this general vicinity, so look around.

Area	Location	Drops
Undead Burg	In a barrel before the Taurus Demon.	Twinkling Titanite/Large Titanite Shard/Titanite Chunk
Darkroot Basin	Near the slope opposite the Hydra in the waterfall.	Twinkling Titanite/Large Titanite Shard/Titanite Chunk
The Catacombs	After using the first lever, jump off the bridge into a room on the lower right.	Twinkling Titanite/Large Green Titanite Shard/White Titanite Chunk
The Catacombs (x2 Lizards)	Same as above (room contains two lizards).	Twinkling Titanite/Large Green Titanite Shard/White Titanite Chunk
Tomb of the Giants	After you leave the darkness, it will be along the narrow slope.	Twinkling Titanite/Large Green Titanite Shard/White Titanite Chunk
The Great Hollow (x2 Lizards)	Jump down to the fat branch that you can see from the starting bonfire. Move on to the wall, jump down to the branch below and to your left and then again to the platform below.	Twinkling Titanite/Large Titanite Shard /Large Green Titanite Shard/Titanite Chunk/Blue Titanite Chunk/White Titanite Chunk/Red Titanite Chunk/Titanite Slab
The Great Hollow (x5 Lizards)	Follow the path around from where you found the first Crystal Lizard. These Lizards have a random chance of appearing, so revisit the area if they do not appear.	Twinkling Titanite/Large Titanite Shard /Large Green Titanite Shard/Titanite Chunk/Blue Titanite Chunk/White Titanite Chunk/Red Titanite Chunk/Titanite Slab
The Great Hollow	Move forwards from your starting point, it is near the U-shaped bend in the main branch.	Twinkling Titanite/Large Titanite Shard /Large Green Titanite Shard/Titanite Chunk/Blue Titanite Chunk/White Titanite Chunk/Red Titanite Chunk/Titanite Slab
The Great Hollow	Found after jumping down from the Basilisk Nest.	Twinkling Titanite/Large Titanite Shard /Large Green Titanite Shard/Titanite Chunk/Blue Titanite Chunk/White Titanite Chunk/Red Titanite Chunk/Titanite Slab
Lost Izalith	In the shortcut passage which connects the area before the Demon Firesage & corridor of the Prowling Demon.	Twinkling Titanite/Large Green Titanite Shard/Red Titanite Chunk
Duke's Archives	Stairs before the first battle with Seath the Scaleless	Twinkling Titanite/Large Green Titanite Shard/Blue Titanite Chunk
Crystal Cave (x3 Lizards)	Enter the crystal cave and jump down from the second Crystal Golem platform. Land on the transparent platform below this, and look back.	Twinkling Titanite/Large Green Titanite Shard/Blue Titanite Chunk

Drift Items

Drift Items are online, multiplayer based items, and as such, you will never see them if playing in Offline Mode. They are essentially items that have turned into monsters. However, they will only appear in places that other players have died in whilst playing online, and even then only in specific places within each area. The tables here explain where they can be found and what they will drop. A Drift Item will drop something related to the level and type of player that dies there, such as Souls of Undead items.



Type	HP
Drift Item (Good)	87-334
Drift Item (Evil)	104-398

Depths

Item Type	Location
Good	Narrow corridor, before the checkpoint Fog Gate.
Good	2 levels higher from the Gaping Dragon lightning wall, on the terrace.
Evil	In the room with Laurentius.
Evil	Behind the iron bars where the Basilisk run through.

Undead Burg and Parish

Item Type	Location
Good	Jump down to the left after entering the Fireink Shrine. Then enter the right building.
Good	Wooden roof that has three Firebomb Zombies.
Good	Before Capra Demon, in one of the Assassin's rooms.
Good	Just before the first Fog Gate.
Good	The corridor leading from the Parish to the blacksmith.
Evil	Just after the first Fog Gate.
Evil	On the top of the tower, before the Taurus Demon.
Evil	Before Capra Demon, in one of the Assassin's rooms.
Evil	Terrace near the Sunlight Altar.
Evil	In the Parish, near the Heavy Knight.

Painted World of Ariamis

Item Type	Location
Good	North-East building, jump down from the platform with Zombie (Bow).
Good	In the courtyard near the well.
Evil	Leave the north-east building, jump down before the tower to the right, again jump down to the right.
Evil	Sewer, in the corner of the hall.

Darkroot Garden and Basin

Item Type	Location
Good	On the slope near a corpse treasure.
Good	Near the cliff edge where the Frog-Rays appear.
Good	Bridge past Alvina.
Evil	Near the waterfall.
Evil	Opposite the cliff populated by Demonic Foliage.
Evil	Before Sif.

The Catacombs

Item Type	Location
Good	Near Patches.
Good	Near Vamos.
Evil	In the pit of the Crystal Lizards.
Evil	In the Pinwheels room.

Tomb of the Giants

Item Type	Location
Good	On the cliff near the start of area.
Good	Before Nito in the Pinwheel's Servants area.
Evil	Pit that Patches knocks you down to.
Evil	Jump down from the area of the Silver Covetous Serpent ring.

The Great Hollow and Ash Lake

Item Type	Location
Good	Inside the large tree
Good	Near the driftwood in Ash Lake
Evil	In the mushroom area just before Ash Lake
Evil	Just before the Ancient Dragon

Blighttown

Item Type	Location
Good	Jump down from the group of Infested Barbarians.
Good	Opposite the area that you first land when you reach the swamp.
Evil	Before the highest sewer entrance.
Evil	Opposite the area of the drainpipe in the swamp that houses a bonfire.

Demon Ruins and Lost Izalith

Item Type	Location
Good	Bottom of the edge of the lava before it cools.
Good	Near the Large Flame Ember.
Good	Near the elevator to Quelaag's Domain.
Good	In the lava of Lost Izalith that houses the Bounding Demons.
Evil	Bottom of the edge of the lava before it cools.
Evil	Just before the Red Fog Gate.
Evil	Before the Fog Gate leading to the Centipede Demon.
Evil	Corridor of the Prowling Demon in Lost Izalith.

Sen's Fortress

Item Type	Location
Good	On the roof that you reach using the secret ladder where the Giant is.
Good	The second boulder slope, near where the Serpent Mage is.
Good	Bottom of the tower with the Crestfallen Merchant.
Evil	Near the bottom where the Prowling Demons are.
Evil	Second rolling slope, in the hidden room with iron balls.
Evil	Behind the Elite Undead Guard in the ramparts.

Anor Londo

Item Type	Location
Good	Left when you leave the spiral elevator.
Good	Turn right at the main palace gate, go through the gate, it's on the left buttress.
Good	Room with Silver Knight.
Evil	Building which leads to the Painted World of Ariamis. Near the stone statue which you get to by jumping down from the joist.
Evil	On the buttress with the Silver Knight Archer.
Evil	Just before the first broken window.

New Londo Ruins

Item Type	Location
Good	After the first landing bridge, in the small room of the annex.
Good	In the small room of the annex, on the side of the ghost house.
Good	After the first Fog Wall of the lower area after draining.
Evil	In the shadow of the stairs in the first shallow area.
Evil	On the roof of the ghost house.
Evil	Just before the Fog Gate leading to the Abyss.

The Duke's Archives and Crystal Cave

Item Type	Location
Good	In the shadow of the central stairs in the first main room.
Good	On a transparent platform in the Crystal Cave.
Evil	On a bookshelf in the main room of Duke's Archives.
Evil	On a transparent platform in the Crystal Cave.

Nothern Undead Asylum

Item Type	Location
Good	Just before the Rusted Iron Ring.
Evil	On the high platform you can jump down to the Asylum Demon.

Kiln of the First Flame

Item Type	Location
Good	In the wasteland near the Black Knight.
Evil	On the narrow walkways.



INDEX

A

Abyss 124
Annex Key 205
Anor Londo 93, 198
Archive Prison Extra Key 212
Archive Tower Giant Cell Key 212
Archive Tower Giant Door Key 212
Armor 24
Armored Tusk 60
Armored Zombies 44
Arrows 25
Ash Lake 82, 190
Asylum Demon 42
Attunement 11, 19

B

Backstab 26
Backstep 16
Bandit 10
Basement Key 172
Basilisk 69
Bat Wing Demon 95
Bed of Chaos 150
Bell Gargoyle 62
Bird Nest 25
Black Knight (Axe) 132
Black Knight (Greatsword) 58
Black Knight (Halberd) 118
Black Knight (Sword) 49
Blacksmiths 32
Bleed 31
Blighttown 72, 182
Blowdart Sniper 74
Bolts 25
Bone Tower 136
Bonfires 13
Bounding Demon of Izalith 148
Breakable Walls 14
Burrowing Rockworm 143
Butcher 66

C

Cage Key 196
Camera 15
Capra Demon 54
Ceaseless Discharge 140
Centipede Demon 146
Channeler 60
Chaos Bug 146
Chaos Eater 149
Clan of Forest Protectors 113
Classes 8
Cleric 10
Combat 26
Controls 15
Co-op 33
Covenants 32
Cragspider 76
Critical Strikes 26
Crow Demon 104
Crystal Butterfly 129
Crystal Cave 129, 214
Crystal General 128
Crystal Golems 118
Curse 31

D

Dark Sun Gwyndolin 102
Darkmoon Blades 101
Darkroot Basin 118, 208
Darkroot Garden 110, 206
Darkwraith 122
Dashing 16
Dashing Jump 16
Dead Hollow 81
Defending 29
Demon Firesage 144
Demon Ruins 140, 220
Demonic Foliage 110
Demonic Statue 143
Deprived 10
Depths 66, 178
Dexterity 20
Dragon Slayer Ornstein 97
Duke's Archives 212
Dungeon Cell Key 164
Durability 24
Dying 12

E

Egg Carrier 78
Elite Undead Archer 90
Elite Undead Guards 59
Endurance 20
Engorged Zombies 103, 104
Equipment 9, 22, 24
Estus Flasks 21
Evasion 29
Executioner Smough 99

F

Faith 20
Fire Keepers 13
Firelink Shrine 44, 166
Firelink Shrine (revisited) 191
Flaming Attack Dog 74
Four Kings 124
Frog-Ray 113
Fully Armored Tusk 126

G

Gaping Dragon 70
Gargoyle 93
Gestures 12, 34
Ghosts 121
Giant 89
Giant Leech 77
Giant Mosquito 77
Giant Skeleton Archer 135
Giant Skeleton Swordsman 47
Giant Undead Rat 68
Gifts 8
Gravelord Nito 138
Great Feline 111
Great Hollow 81
Great Stone Knight 111
Gwyn, Lord of Cinder 153

H

Havel the Rock 50
Health Gauge
Heavy Knight (Mace) 61
Heavy Knight (Sword) 108
Hellkite Dragon 56
Humanity 11, 21
Hunter 10
Hydra 83

I

Indictments 33
Infested Barbarians 72
Infested Ghouls 73
Intelligence 20
Inventory 11, 22
Iron Golem 91
Items 14, 23

K

Key to New Londo Ruins 183
Keys 8, 22
Kiln of the First Flame 152, 224
Kingseeker Frampt 25
Knight 9

L

Lady of the Darkling 101
Large Undead Rat 68
Lost Izalith 148, 222

M

Magic Slot 23
Man-Eater Shell 83
Mass of Souls 123
Master Key 8, 179
Messages 12
Mimic 88
Minor Capra Demon 141
Minor Taurus Demon 142
Moonlight Butterfly 114
Mushroom Man (Child) 81
Mushroom Man (Parent) 82
Mystery Key 172

N

New Londo Ruins 121, 210
NPCs 31

O

Online Mode 32
Oscar, Knight of Astora 84

P

Painted World of Ariamis 94, 103, 204
Painting Guardian 94
Parasitic Wall Hugger 75
Phalanx 106
Physical Attacks 28
Pinwheel 134
Pinwheel Servant 137
Pisaca 128
Poison 31
Possessed Tree 111
Priscilla the Crossbreed 108
Prowling Demon 62
Pyromancer 10

Q

Quelaag 78
Quelaag's Domain 78, 186
Quelaana of Izalith 149

R

Resistance 11, 20, 30
Rings 25
Rolling 15

S

Seath the Scaleless 129
Sen's Fortress 87, 194
Sentinels 94
Serpent Mage 88
Serpent Soldier 87
Sewer Chamber Key 179
Shopkeepers 32
Sif, the Great Grey Wolf 116
Silver Knights 96
Sin 33
Skeleton Baby 138
Skeleton Beast 137
Skeleton Swordsmen 46
Slime 67
Small Undead Rat 45
Snow Rat 105
Sorcerer 10
Soul Counter 11
Souls 12
Stamina 11, 26
Status Ailments 30
Status Icons 11
Stray Demon 85
Strength 20

T

Taurus Demon 50
The Abyss 124
The Catacombs 132, 215
The Duke's Archives 212
The Great Hollow 81, 187
Thief 9
Tomb of the Giants 135, 218
Toxic 31
Trading Items 25
Traps 14
Treasure Chests 14
Tree Lizard 112

U

Undead Assassin 53
Undead Asylum 40, 84, 164
Undead Asylum (revisited) 193
Undead Asylum F2 West Key 191
Undead Attack Dog 52
Undead Burg 48, 168
Undead Crystal Soldier 127
Undead Dragon 106
Undead Mage 132
Undead Parish 56, 172
Undead Prince Ricard 90
Undead Soldier (Crossbow) 49
Undead Soldier (Spear) 48
Undead Soldier (Sword) 41

V

Valley of Drakes 120, 209
Vile Maggot 78
Vitality 19

W

Wanderer 9
Warrior 9
Watchtower Basement Key 206
Wheel Skeleton 107
Wisp 122
Wyvern 120

Z

Zombie (Torch) 53
Zombies 40